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1.	a. Illustrate the use of program control statements: • Check number is positive or not. • Check number is positive or negative. • Check number is positive, negative or zero. • Accept the number from the user and find whether it is an Armstrong number or not. (the number of digits in input number must be computed using program logic) • Simple calculator using the Switch-Case statement			
2.	a. Programs to illustrate the use of: • Function overloading • Inline functions • Default arguments • Pass by reference and return by reference.			
3.	a. Programs to illustrate the concepts of: • Class and objects • Constructor (default, parameterized, copy) • Destructor • Passing and returning objects from functions			
4.	a. Program illustrating the prefix and postfix unary operator overloading b. Program illustrating the arithmetic binary operator overloading c. Program illustrating binary comparison operator overloading d. Program illustrating assignment operator overloading e. Program illustrating data conversion: i. basic to user defined			

	i. user defined to basic i. user defined to user defined			
5.	a. Program to illustrate the use of virtual function b. WAP to illustrate the use of friend function to calculate sum of two data members of a same class. c. WAP to create two objects of a class 'NPR' having private attributes 'rs' and 'paisa'. Add the respective data members of both the class and display them using friend function. d. WAP to implement the logic of Q.n 5(c) using operator overloading and friend function. e. WAP to create a class 'NPR' having private attributes 'rs' and 'paisa' and another class 'USD' having attributes 'dollar' and 'cent'. use operator overloading with friend function to add 'rs' with 'dollar' and add 'paisa' with 'cent' and display new 'rs' and 'paisa' suing conversion 1 dollar = 133 rs and 1 cent = 60 paisa. f. Write any program of your choice to illustrate the use of this pointer. g. WAP to illustrate the copy constructor overloading using assignment operator.			
6.	a. WAP of your choice to illustrate the use of function template with multiple arguments. b. WAP to illustrate the use of multiple types in class template. c. WAP to illustrate the basic exception handling. d. WAP to handle multiple exceptions within a single program. e. WAP to illustrate exception with arguments			
7.	a. WAP to create a copy of a file using the methods: put(), and get(). b. WAP to create a copy of a file using the methods: read() and write() c. WAP to illustrate the insertion and extraction operator overloading. d. WAP to determine the size of a file using the file pointers manipulators.			

	e. WAP to illustrate testing of errors during file operations fail(), bad(), eof() and good()			