1. What are advantages of object oriented programming over procedural

oriented programming?

1. What is polymorphism? How does it relate to function overloading?
2. State differences between abstraction and encapsulation.
3. What are C++ access specifiers? Write down their significance.
4. Give Characteristics of object oriented programming?

Or

Give features of object oriented programming?

1. What do you meant by object oriented programming language? Enlist any six object oriented programming languages.
2. Explain fundamentals of object-oriented programming.
3. List Applications of OOP (Object-oriented programming).
4. Explain the term object?

Or

What is object? Explain with example?

Or

What are objects? How they are created?

1. Define class with syntax?

Or

Define class. Give syntax of class declaration?

Or

What is class? Give examples?

1. Give syntax and example of defining structure and declaring structure variable.
2. Explain difference between structure and class with example.
3. Draw the structure of C++ Program.
4. Differentiate between Object Oriented Programming and Procedure Oriented Programming.
5. What is data abstraction?
6. What is data encapsulation?
7. State use of new operator.

OR

List two memory management operators in C++ and state its use in one line.

OR

Explain memory management operators in C++ with suitable example.

1. State the data types available in C++ with their storage sizes.
2. What are the different ways to define member functions of a class? Give Examples of Each
3. Define inline function. Write a C++program for finding the area of a triangle using inline functions.
4. Explain friend function with example.
5. Explain Constructor with its types.
6. Explain friend function with example.
7. What is destructor.