1. C++ is a high-level language used to develop applications. It is an extended version of C and it mainly uses OOPS concepts.
2. C++ is a very vast language having different coding fields. It is a very fast compiling language. It supports every concept of OOPs. It has a feature called access modifiers which limits the amount of data accessed.
3. C++ is an extended version of C. C language is procedural whereas C++ is both procedural and Object oriented. C does not supports the concepts of OOPs while C++ does. C++ also has access modifiers while C doesn’t.
4. A class is a user-defined data type which contains various variables with of different data types. It can also be called as a blueprint of an Object.
5. Classes are a user-defined data types which holds the variables to encapsulated inside an Object. Object is an instance of a class which holds the values of the variables defined inside a class.
6. There are mainly 4 data types-
7. A structure is the way the code is written and it is compiled. Class is a data type which may have different structures.
8. Array is a type of a list containing the values with same data types.
9. An array is a type of a list but with only a same kind of data type whereas a list can contain every data-type present.
10. Access modifiers are a feature of C++. They help the user to deny the access of data written in a class to other functions and classes outside the origin class.
11. == operator is a type of a condition which checks whether both the operands have same values. = operator is used to assign a value to a variable.
12. While loop works on the range condition and executes the code further only when the conditions met are true whereas in do while even when the first condition is false, it will execute once and then check again.
13. 4 bytes or 32 bits.
14. Prefix is denoting an operator before an operand and postfix id denoting the operator after an operand. In prefix the operator executes before the print while in postfix the operator executes after the print.
15. We can compile a program without the main function but we cannot execute it.
16. Std in C++ stands for Standard and it is used after we call the <iostream> library.
17. Operator overloading is the constant use of an operator in a class or function.
18. Polymorphism is defining functions with the same name and variables but having different data types.
19. Constructor is a type of a function having the same name as a class. It is by default and is directly called whenever a class is executed.
20. OOPs stands for Object-Oriented Procedural Systems. It is supported by many co Peter languages. There 6 OOPs concepts namely Class, Object, Encapsulation, Data Abstraction, Inheritance and Polymorphism.
21. Void return type is used when the function doesn’t return any value or it returns null value.
22. Pointers are type of a variable which stores the address of an assigned value. It is also called a locator. They are mainly used in a constructor to assign values. In C++ the pointer is denoted by ‘this’.
23. Inheritance is a concept of OOPs and is supported by C++. Here, a class called derived class is extended from a base class. The derived class contains all the properties of base class and can use the data defined in the base class.
24. There are different types of inheritance based on the varied number of base classes and derived classes. They are: Single inheritance, Multiple Inheritance, Multilevel Inheritance, Hierarchical Inheritance and Hybrid Inheritance.
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