**OODP - Question Bank**

**Unit 2**

**4 marks:**

1. When do we need constructor overloading?
2. Specify the restrictions on Operator overloading
3. List out the modes of inheritance with an example
4. List the types of Constructors and describe Copy Constructor with an example
5. Write a program to implement method overloading with different number of arguments and different return types
6. Define operator overloading with proper syntax
7. Describe function overloading
8. Illustrate overloading unary operators with an example
9. Define inheritance with syntax

**12 marks:**

1. Discuss interaction diagram and Illustrate interaction diagram for withdrawing amount from ATM machines
2. Explain the types of constructors with suitable examples (6 marks)
3. Write a C++ program for constructor overloading (6 marks)
4. Explain UML Sequence diagram and its notations. Draw the sequence diagram for Online hotel management
5. Explain operator overloading and its types. Give examples
6. Draw an UML Interaction diagram for online railway reservation system
7. Write a C++ program illustrating Constructor overloading (Both parameterized and default).

**Unit 3**

**4 - Marks**

* 1. Write short notes on Virtual Function with an example
  2. What is an Activity diagram? List its benefits
  3. Define friend function with a suitable example
  4. What is Inheritance? List out the benefits of Inheritance.
  5. Write short notes on the notations of Activity Diagram.
  6. Define Pure virtual function
  7. What is state chart diagram? List its benefits
  8. Define Hybrid Inheritance with example
  9. Explain the notations of State Chart Diagram

**12 marks:**

1. Describe inheritance and its various types with example C++ Programs
2. Elaborate state chart diagram online shopping system
3. Explain Hierarchical and Hybrid Inheritance with example
4. Discuss and Illustrate state chart diagram E-Commerce System
5. Define Activity diagram. Draw the Activity diagram for Patient Registration System
6. Explain advanced friend function and friend class with example