* **WAP to print “hello world” using c++.**

**Answer:**

//WAP to print “hello world”using c++

#include<iostream>

Using namespace std;

Main()

{

Cout<<”hello world”;

}

**Output: hello world**

* **What is oop?OOP concepts**

**Answer:**

C++

Its stamds for object oriented programming

Procedural programming is about writing procedures of functions that perform operations on the data, while object-oriented programming is about creating objects that contain both data and functions.

1. Dynamic binding : in dynamic binding ,the code to be executed in response to function call is decided at runtime.
2. Class: class is a collection of object

* Class is a collection of data members(variable) and member function with its behaviour

1. Private
2. Public
3. Protected

3. object : an object is an identifiable entity with some characteristics and behaviour. An object is an instance of a class.

4. encapsulation : data heading rapping up to data into single unit ,ex-moblie

5. inheritance : property of parent class derived into child class

**Type->**

1. Single inheritance
2. Multilevel inheritance
3. Multiple inheritance
4. Hybrid inheritance
5. Hierarchical inheritance
6. Polymorphism : ability to take one name having different form

**Two type of polymorphism:**

1. Method overloading
2. Method overeading

**What is the difference between OOP and POP?**

**Answer:**

|  |  |
| --- | --- |
| **OOP** | **POP** |
| **Object-oriented programming** | **Procedure/structure oriented** |
| Task done through procedure or structure. | Objects are made that inherit the properties of a class. |
| Program is divided into sections called functions. | Program is divided into sections called objects |
| No entity accessing mode | Entity accessing is categorized into public and private |
| No provision on inheritance | Inheritance is present in there forms including public ,private, and protected |