

TXLabz Interview:

3 interviews.

1. List down 15 OOP Basic concepts. E.g constructor, destructor, access modifier, inheritance, polymorphism, friend classes, abstract classes etc
2. Hen class diagram to show inheritance and polymorphism.
3. Why we pass object by value in copy constructor ?
4. 'Final' Keyword
5. 3rd largest in a single loop.
6. Constructor contain pointer as a parmeter, and we assign through this pointer?
7. You have a bulbs in a room, you have three buttons outside room, you can select these buttons in any pattern and find the correct button for bulb
8. Factorial recursive
9. Host vs Domain
10. FYP Detail
11. Interface vs abstract classes
12. Static vs Global
13. Process vs Threads
14. Deep copy vs Shallow copy
15. new class().function(). Is this line true ?
16. return type of constructor ?
17. 'this' complete datatype
18. Operator overloading def + examples
19. Friend function and classes. Advantage vs disadvantages
20. Protected keyword
21. Dangling pointer and Memory Leakage.