**Input Files:**

) What is the basic structure of a C++ program?

) What are the Comments in C++?

) Difference between Declaration and Definition of a variable.

) Comment on Local and Global scope of a variable.

) What is the precedence when there is a Global variable and a Local variable in the program with the same name?

) When there is a Global variable and Local variable with the same name, how will you access the global variable?

) How many ways are there to initialize an int with a Constant?

) What is a Constant? Explain with an example.

) How do you define/declare constants in C++?

) Comment on Assignment Operator in C++.

) What is the difference between equal to (==) and Assignment Operator (=)?

) What are the various Arithmetic Operators in C++?

) What are the various Compound Assignment Operators in C++?

) State the difference between Pre and Post Increment/Decrement Operations.

) What are the Extraction and Insertion operators in C++? Explain with examples.

) What is the difference between while and do while loop? Explain with examples.

) What is a Static Variable?

) What is a Class?

) Difference between Class and Structure.

) What is the difference between an Object and a Class?

) What are the various Access Specifiers in C++?

) What is a Constructor and how is it called?

) What is a COPY CONSTRUCTOR and when is it called?

) What is a Default Constructor?

) What is the role of Static keyword for a class member variable?

) Explain the Static Member Function.

) Explain Function Overloading and Operator Overloading.

) What is the difference between a Copy Constructor and an Overloaded Assignment Operator?

) Name the Operators that cannot be Overloaded.

) Function can be overloaded based on the parameter which is a value or a reference. Explain if the statement is true.

) What are the benefits of Operator Overloading?

) What is Inheritance?

) What are the advantages of Inheritance?

) Does C++ support Multilevel and Multiple Inheritances?

) What are Multiple Inheritances (virtual inheritance)? What are its advantages and disadvantages?

) What is Polymorphism?

) What are Virtual Functions?

) Give an example of Run-time Polymorphism/Virtual Functions.

) What do you mean by Pure Virtual Functions?

) What are Virtual Constructors/Destructors?

) What is a friend function?

) What is a friend class?

) What is a template?

) What do you mean by ‘void’ return type?

) Explain Pass by value and Pass by reference.

) What are Default Parameters? How are they evaluated in C++ function?

) What is an Inline function in C++?

) Why are arrays usually processed with for loop?

) State the difference between delete and delete[].

) What's the order in which the objects in an array are destructed?

) What is a Reference Variable in C++?

) What is a Storage Class? Mention the Storage Classes in C++.

) Explain Mutable Storage class specifier.

) What is the keyword auto for?

) Enlist benefits of oop.

) Explain applications of oop.

) Describe the structure to represent data and functions in oop progrmas.

) Explain message pasing features in oop using examples.

) Explain dynamic binding in oop and its benefits.

) Explain dynamic initialization of variable using example.

) Describe uses of enumeration data types with example.

) Define reference variable and explain types of array.

) expalin detais type compatibility.

) Explain manipulators using example.

) Explain in brief type Cast operator.

) Explain identifire and constants in details.

) Explain the concepts of objects,classes and data abstractions.

) Explain the concepts of inheritance,polymorphism and dynamic binding.

) describr the structure of c++ programs.

) Define array and explain types of array.

) Explain classifications of data types in c++.

) List and explain tokens in c++ programming.

) List and explain operator used in c++.

) Define expressions and explain types of expressions.

) Write down syntax of while loop and do while loop.

) Explain classification of control structures.

) Enlist advantages of function prototyping.

) Explain function prototyping using examples.

) describr the different styles of writing function prototyping.

) Explain in details passing the argument.

) Explain nesting of member functions.

) List and explain advantages of inline functions.

) Expalin features of inline functions in details.

) Define class and expaluin general form of class.

) justify data hiding and accomplished by class.

) Describe creating objects of a class.

) Describing accesssing member of class.

) Describe the mechanism of making and outside function inline.

) Explain the characteristics of static member function.

) Explain the static data members ares shared using examples.

) Explain how static member functions are shared using exaples.

) list characteristics of friend functions.