Module:3 Introduction to OOPS Programming

1. Introduction to C++

1.What are the key differences between procedural Programming and Object-Oriented Programming (OOP)?

Ans :

1. Procedural Programming (POP)

Approach : Top-down

Focus : functions and procedures

Data access : data is exposed to all functions

Modularity : Less modular ; functions depend on global data.

Reusability : limited

Examples : C, pascal

1. Object-Oriented Programming (OOP)

Approach : Bottom-up

Focus : Objects and classes

Data access : Data is hidden and accessed via methods

Modularity : Highly modular using encapsulated classes

Reusability : promoter code reuse via inheritance

Examples : C++, Java, Python

1. List and explain the main advantages of OOP over POP.

Ans : Encapsulation: Data and functions are bundled together inside objects, improving security and modularity.

Inheritance: Allows new classes to acquire properties and behaviors of existing ones, promoting code reuse.

Polymorphism: Same operation can behave differently on different classes, making code flexible and scalable.

Abstraction: Focuses on essential features, hiding unnecessary details, which simplifies complexity.

Maintainability: Code is easier to manage, update, and debug due to better structure.

Modularity: Projects can be divided into objects, making them more manageable and team-friendly.

1. Explain the steps involved in setting up a C++ development environment.

Ans : Install a Compiler: Examples include GCC (MinGW on Windows), Clang, or MSVC.

Install an IDE or Text Editor: Such as Code::Blocks, Dev C++, Visual Studio, or VS Code.

Set Environment Variables: Add compiler path to system PATH.

Create a New Project or File: Write .CPP files inside the IDE or editor.

Compile the Program: Use a build command or IDE build button.

Run the Executable: After successful compilation, run the output file to see results.

4. What are the main input/output operations in C++? Provide examples.  
Ans : input : Used to take input from the user.

Int age;

cin>>age;

Output: cout

Used to print output to the screen.

cout << "Enter your age: ";

Example :

#include <iostream>

void main() {

int age;

cout << "Enter your age: ";

cin >> age;

cout << "You are " << age << " years old.";

getch();

}

1. Variables, DataTypes, and Operators
2. What are the different data types available in C++ ? Explain with examples.

Ans : C++ provides several data types, broadly classified into:

1. Fundamental Data Types:

* Int for integers  
  int age = 21;
* Float for floating-point numbers  
  float height = 5.9;
* Double for higher precision floating numbers  
  double pi = 3.14159;
* char for single characters  
  char grade = 'A';
* bool for Boolean values(true/false)  
  bool is Passed = true;

2. Derived Data Types:

* Array:  
  int marks[5];
* Pointer:  
  int \*ptr = &age;
* Function:  
  Functions that return or take data types.

3. User-defined Data Types:

* struct, class, enum:

struct Student {

int id;

char name[20];

};

4. Void Type:

* Used for functions that return nothing  
  void display();

2.Explain the difference between implicit and explicit type conversion in C++.

Ans : Implicit Type Conversion:

* Done automatically by the compiler.
* Example:

int a = 10;

float b = a; // int to float automatically

Explicit Type Conversion:

* Done manually by the programmer using casting.
* Example:

float a = 10.5;

int b = (int)a; // float to int using casting

3.What are the different types of operators in C++? Provide examples of each.

Ans : 1. Arithmetic Operators

Used for mathematical operations:  
+, -, \*, /, %  
Example: a + b

2. Relational Operators

Used to compare values:  
==, !=, <, >, <=, >=  
Example: a < b

3. Logical Operators

Used for logical conditions:  
&& (AND), || (OR), ! (NOT)  
Example: a > 0 && b < 10

4. Assignment Operators

Used to assign or update values:  
=, +=, -=, \*=, /=, %=  
Example: a += 5

5. Increment/Decrement Operators

Increase or decrease value by 1:  
++, --  
Example: a++, --b

6. Bitwise Operators

Operate on bits:  
&, |, ^, ~, <<, >>  
Example: a & b

7. Ternary Operator

Short form of if-else:  
? :  
Example: (a > b) ? a : b

8. Scope Resolution Operator

Access global or class members:  
::  
Example: ::x

4.Explain the purpose and use of constants and literals in C++.

Ans : Constants:

* Fixed values that cannot be changed during program execution.
* Declared using const keyword.

const float PI = 3.14159;

Literals:

* Constant values assigned directly to variables.

int num = 100; // 100 is an integer literal

char ch = 'A'; // 'A' is a character literal

float f = 12.34; // 12.34 is a float literal

Purpose:

* Improve readability and maintainability.
* Prevent accidental modification of fixed values.
* Clarify intent of the code.

3.Control Flow Statements

1. What are conditional statements in C++? Explain the if-else and switch statements.

Ans : Conditional statements allow a program to make decisions based on certain conditions.

if-else Statement:

It checks a condition; if true, a block of code runs. Otherwise, another block runs.

cpp

CopyEdit

int num = 10;

if (num > 0) {

cout << "Positive";

}

else

{

cout << "Non-positive";

}

switch Statement:

Used to select one block of code among many options, based on a value.

cpp

CopyEdit

int choice = 2;

switch(choice) {

case 1: cout << "One"; break;

case 2: cout << "Two"; break;

default: cout << "Invalid";

}

3. How are break and continue statements used in loops? Provide examples.

break Statement:

Used to exit the loop immediately.

for (int i = 1; i <= 5; i++)

{

if (i == 3)

break;

cout << i << " ";

}

Output: 1 2

continue Statement:

Skips the current iteration and moves to the next.

for (int i = 1; i <= 5; i++)

{

if (i == 3)

continue;

cout << i << " ";

}

Output: 1 2 4 5

4. Explain nested control structures with an example.

Ans : A nested control structure means using one control structure (like a loop or if-else) inside another.

Example: Nested loops (multiplication table)

for (int i = 1; i <= 3; i++) {

for (int j = 1; j <= 3; j++) {

cout << i \* j << " ";

}

cout << endl;

}

Output:

1 2 3

2 4 6

3 6 9

4. Functions and Scope

1. What is a function in C++? Explain the concept of function declaration, definition, and calling.

Ans : A function in C++ is a block of code that performs a specific task. Functions help in code reusability and modular programming.

* Function Declaration (or Prototype):  
  It tells the compiler about the function's name, return type, and parameters before its actual definition.  
  Example: int add(int, int);
* Function Definition:  
  This is where the function's logic is written.

Example:

int add(int a, int b) {

return a + b;

}

* Function Calling:  
  This is how you execute the function.  
  Example: int sum = add(5, 3);

2. What is the scope of variables in C++? Differentiate between local and global scope.

Ans : Scope defines where a variable can be accessed within a program.

* Local Scope:  
  A variable declared inside a function or block is accessible only within that block.  
  Example:

void fun() {

int x = 10; // local variable

}

* Global Scope:  
  A variable declared outside all functions is accessible from any function in the program.  
  Example:

int x = 20; // global variable

void fun() {

cout << x;

}

3. Explain recursion in C++ with an example.

Ans : Recursion is a process where a function calls itself to solve a smaller instance of the same problem.

Example: Factorial using recursion

int factorial(int n) {

if (n == 0)

return 1;

else

return n \* factorial(n - 1);

}

Explanation: The function keeps calling itself with a reduced value of n until it reaches 0, then returns the result back through the chain.

4. What are function prototypes in C++? Why are they used?

Ans : A function prototype is a declaration of a function that tells the compiler about the function’s name, return type, and parameters before its actual definition.

Syntax Example:

int sum(int, int);

Why used:

* To inform the compiler about a function before it is used.
* Helps in type checking of parameters and return types.
* Necessary when the function definition is written after main().

5.Arrays and Strings

1. What are arrays in C++? Explain the difference between single-dimensional and multi-dimensional arrays.

Ans : An array in C++ is a collection of elements of the same data type stored in contiguous memory locations. Arrays allow easy access using index numbers.

* Single-Dimensional Array (1D):  
  Stores data in a linear form using a single index.  
  Example:

int numbers[5] = {1, 2, 3, 4, 5};

* Multi-Dimensional Array (2D or more):  
  Stores data in tabular form using multiple indices.  
  Example (2D array):

int matrix[2][3] = {

{1, 2, 3},

{4, 5, 6}

};

2. Explain string handling in C++ with examples.

Ans : In C++, strings can be handled using character arrays or the string class from the Standard Library.

* Using Character Arrays:

char name[] = "Dhvanit";

cout << name;

* Using string Class:

#include <iostream.h>

#include<conio.h>

#include <string>

void main() {

string greeting = "Hello";

cout << greeting.length(); // Outputs 5

getch();

}

String handling functions:

* length(), append(), substr(), compare(), etc.

3. How are arrays initialized in C++? Provide examples of both 1D and 2D arrays.

Ans : Arrays in C++ can be initialized at the time of declaration:

* 1D Array Initialization:

int marks[4] = {90, 85, 70, 95};

* 2D Array Initialization:

int table[2][2] = {

{1, 2},

{3, 4}

};

You can also leave out the size if you provide the values:

int nums[] = {10, 20, 30}; // Size is auto-determined as 3

6.Introduction to Object-Oriented Programming

1. Explain the key concepts of Object-Oriented Programming (OOP).

Ans : Object-Oriented Programming (OOP) is a programming paradigm that organizes software design around data, or objects, rather than functions. The key OOP concepts are:

* Class: Blueprint for creating objects.
* Object: Instance of a class.
* Encapsulation: Bundling data and methods into a single unit (class).
* Abstraction: Hiding internal details and showing only essential features.
* Inheritance: One class acquires the properties of another.
* Polymorphism: Ability to use functions in multiple forms.

2. What are classes and objects in C++? Provide an example.

Ans : A class in C++ is a user-defined data type that groups data and functions. An object is an instance of a class.

Example:

#include <iostream.h>

#include<conio.h>

class Car {

public:

string brand;

void display() {

cout << "Brand: " << brand << endl;

}

};

void main() {

Car c1;

c1.brand = "Toyota";

c1.display();

getch();

}

3. What is inheritance in C++? Explain with an example.

Ans : Inheritance allows a class (derived class) to inherit members from another class (base class). It promotes code reusability.

Example:

#include <iostream.h>

#include<conio.h>

class Animal {

public:

void sound() {

cout << "Animal makes a sound." << endl;

}

};

class Dog : public Animal {

public:

void bark() {

cout << "Dog barks." << endl;

}

};

void main() {

Dog d;

d.sound();

d.bark();

getch();

}

4. What is encapsulation in C++? How is it achieved in classes?

Ans : Encapsulation is the concept of wrapping data (variables) and functions into a single unit (class) and restricting access to some of the object's components.

In C++, it's achieved using access specifiers:

* private: Accessible only inside the class.
* public: Accessible from outside the class.

Example:

class Student {

private:

int rollNo;

public:

void setRollNo(int r) {

rollNo = r;

}

int getRollNo() {

return rollNo;

}

};