

100 C++ Programming Questions

1. What is C++?
2. What are the features of C++?
3. Explain the basic structure of a C++ program.
4. What is the difference between C and C++?
5. What are the data types used in C++?
6. Explain reference variables in C++.
7. What is a pointer in C++?
8. How does dynamic memory allocation work in C++?
9. Explain function overloading in C++.
10. What is operator overloading?
11. Define constructors and destructors in C++.
12. What is the difference between structure and class in C++?
13. Explain the concept of encapsulation in C++.
14. What is inheritance in C++?
15. What are the different types of inheritance in C++?
16. Explain multiple inheritance in C++.
17. What is polymorphism?
18. How does virtual functions work in C++?
19. What is an abstract class in C++?
20. Define friend functions in C++.
21. What is the difference between deep copy and shallow copy?

22. Explain exception handling in C++.
23. What are templates in C++?
24. What is STL (Standard Template Library) in C++?
25. How does a vector work in C++?
26. What is a map in C++ STL?
27. Explain iterators in C++ STL.
28. What is a lambda function in C++?
29. How does a file handling work in C++?
30. What are manipulators in C++?
31. What is the use of 'this' pointer?
32. Explain the use of 'mutable' keyword in C++.
33. What is a namespace in C++?
34. How does type casting work in C++?
35. Explain the difference between 'new' and 'malloc'.
36. What is the difference between 'delete' and 'free'?
37. What are function pointers in C++?
38. Explain the difference between pass by value and pass by reference.
39. What is RAII (Resource Acquisition Is Initialization)?
40. What is a smart pointer in C++?
41. Explain `unique_ptr` in C++.
42. What is `shared_ptr` in C++?
43. How does `weak_ptr` work in C++?

44. What are move semantics in C++?
45. Explain rvalue references in C++.
46. What is a lambda capture in C++?
47. How does constexpr work in C++?
48. What is the difference between 'volatile' and 'const' in C++?
49. How does multi-threading work in C++?
50. What is the role of mutex in C++?
51. What is a condition variable in C++?
52. Explain the difference between fork() and thread in C++.
53. What is a race condition in C++ multi-threading?
54. How does the 'explicit' keyword work in C++?
55. Explain the role of 'static' in C++.
56. What is memory leak and how can you prevent it?
57. What is a virtual destructor in C++?
58. How does the 'override' keyword work?
59. What is the use of 'final' keyword in C++?
60. How does perfect forwarding work in C++?
61. What is SFINAE in C++?
62. How does the 'alignas' keyword work?
63. What is std::any in C++?
64. What is std::variant?
65. How does std::optional work?

66. What is memory fragmentation?
67. What is the use of 'inline' functions?
68. Explain preprocessor directives in C++.
69. What is a macro in C++?
70. What is the role of 'typedef' in C++?
71. Explain 'using' keyword in C++.
72. What is the difference between 'struct' and 'class'?
73. What is the function of 'friend' keyword?
74. How does 'nullptr' work in C++?
75. What is the difference between 'enum' and 'enum class'?
76. What is an inline namespace?
77. How does the 'export' keyword work?
78. Explain the term 'decltype' in C++.
79. What is an aggregate type in C++?
80. What is `std::tuple` and how is it used?
81. How does `std::array` differ from C-style arrays?
82. What is `std::deque` and how does it work?
83. How is `std::list` different from `std::vector`?
84. What are the advantages of `unordered_map`?
85. What is the role of `priority_queue`?
86. How does `std::stack` work?
87. What is `std::bitset` used for?

88. What is `std::chrono`?
89. How does `std::thread` work?
90. What is a function object (functor)?
91. How does `std::bind` work?
92. What are futures and promises in C++?
93. What is `std::atomic`?
94. What is a type-trait in C++?
95. How does `std::conditional` work?
96. What is `std::enable_if` used for?
97. What is `std::is_same`?
98. How does `std::move` work?
99. What is `std::forward`?
100. What is `std::exchange` and how is it used?