C++ Programming Assignment - 17

1. What is use of copy constructor?

2. When the constructor and destructor gets called?

3. What are the rules which has to followed while writing constructors and destructors?

4. What is mean by this pointer?

5. What is the prototype of this pointer?

6. What is mean by inheritance?

7. What is mean by polymorphism? Explain its types.

8. What is the meaning of ~ operator in case of destructor?

9. Why the name of constructor and destructor is same as class name?

10. What is mean by function overloading?