C++ Programming Assignment - 29

1. What is mean by runtime polymorphism?

2. What is difference between Overloading and Overriding?

3. Explain internal implementation of a class which contains virtual function in it with VTABLE and VPTR?

4. What is mean by Upcasting and Down casting? Explain with Object oriented example?

5. If base class and derived class contains same named and prototyped method then which is considered as Overloading or Overriding or Redefinition?

6. In which scenario of class first 4/8 bytes are reserved as VPTR in objects layout.

7. What are the necessary things in our application which is used to achieve run time polymorphism.

8. Can we override private virtual from base class into derived class?

9. Why the concept of down casting is not allowed?

10. Can we define virtual function outside class?