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**MODULE: 3.1 (C++ Basic)**

* **WAP to print “Hello World” using C++**

**Ans:**

//WAP to print “Hello World” using C++

#include<iostream>

using namespace std;

main()

{

cout<<"Hello World";

}

**Output:** Hello World

* **What is OOP? List OOP concepts**

**Ans:**

C++ What is OOP?

OOP stands for Object-Oriented Programming.

Procedural programming is about writing procedures or functions that perform operations on the data, while object-oriented programming is about creating objects that contain both data and functions.

1. **Dynamic Binding:** In dynamic binding, the code to be executed in response to function call is decided at runtime.
2. **Class**: class is a collection of object

* Class is a collection of data members(variable) and member function with its behaviour

1:Private

2:Public

3:Protected

**3.object:** An Object is an identifiable entity with some characteristics and behaviour. An Object is an instance of a Class.

**3.Encapsulation:**Data heading rapping up of data into single unit

**Example:** mobile

**4.Inheritance:** Property of parent class derived into child class

**Type**

1. Single inheritance
2. multi level inheritance
3. multiple inheritance
4. Hybrid inheritance
5. Hierarchicalinheritance

**5.Polymorphism:** Ability to take one name having different form

**Two Type of Polymorphism:**

1.Method overloading(compile time)

2.Method overing (Run time )

∙ **What is the difference between OOP and POP?**

**Ans:**

|  |  |
| --- | --- |
| **OOP** | **POP** |
| **Object-oriented programming** | **Procedure/ Structure Oriented** |
| Task done through procedure or structure | Objects are made that inherit the properties of a class. |
| Program is divided into sections called functions | Program is divided into sections called objects |
| No entity accessing mode | Entity accessing is categorized into public and private |
| No provision of Inheritance | Inheritance is present in three forms including public, private, and protected |