Course: Programming in C++   **Program:** Information Technology
Course ode: CPP198914   **Semester:** II

1.	Compare constructor and destructor with suitable example. (Any 3 points) Briefly explain each point.	3
2.	Write steps to overload a unary operator. Enlist the operators which cannot be overloaded.	3
3.	Explain the need of copy constructor with example program.	3
4.	Define pointer. State the meaning of the following pointer expressions with suitable example: (i) *P (ii) &P (iii) p++	3
5.	Justify the need of friend function. Write syntax of friend function. Give any four characteristics of the same.	4
6.	Give the output of the following code (concept of pointer) code will be given in the exam.	3/4
7.	Draw the visibility mode table of access specifiers for Inheritance. Describe the role of private and protected access specifiers.	4
8.	Define Inheritance. Describe any 2 types of Inheritance with suitable examples.	3
9.	Describe static data and static function. Write suitable program to demonstrate their working.	4
10.	Explain pass-by-reference or call-by-reference using pointer with one example program. OR Explain the process of returning multiple values from a function using pointer with suitable example program.	3
11.	Write a program to overload the given operator. (Problem statement will be given in the exam)	4
12.	Operator overloading program using friend function.	4
13.	Compare static memory allocation and dynamic memory allocation of an object. (Discuss any 2 points) with example of each type.	3
14.	Explain the concept of "Pointer to an array of objects" with suitable program.	4
15.	Explain Runtime Polymorphism with appropriate example program.	4
16.	One program on the basis of "**Inheritance**" (<u>**Note: Based on programs discussed and/or performed in practical**</u>)	6

All The Best