1. What is name mangling?

```
C++ supports function overloading, i.e., there can be more than one function with the same name but, different parameters. How does the C++ compiler distinguish between different functions when it generates object code –

It changes names by adding information about arguments. This technique of adding additional information to function names is called Name Mangling.

void func(int i, char c) { . . . }

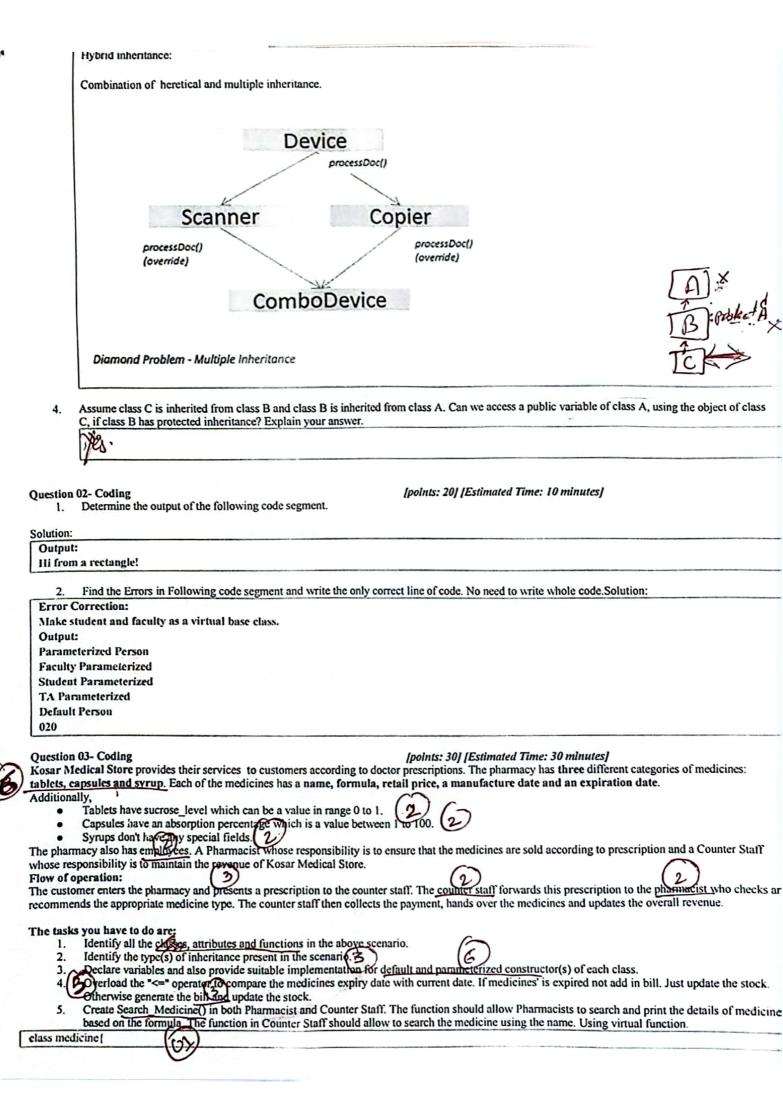
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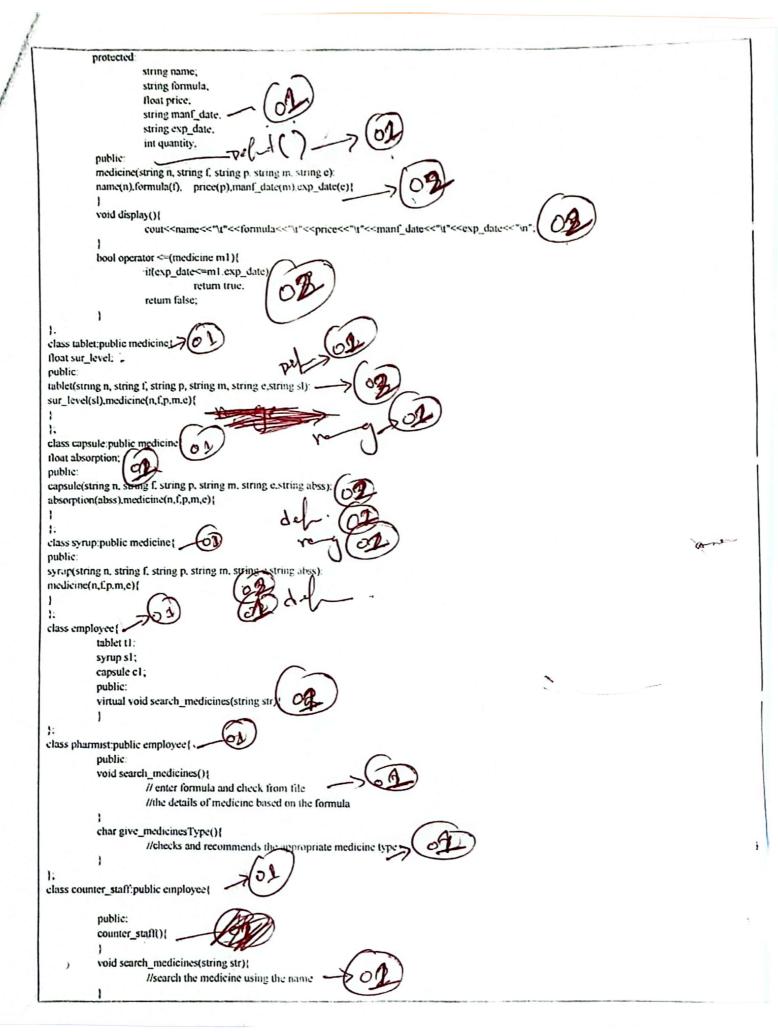
2. What is the mechanism to declare and use a friend function and friend class? Explain using an example.

```
#include <iostream>
using namespace std;
class Distance {
    private:
        int meter;
        friend int addFive(Distance);
    public:
        Distance(): meter(0) {}
};
int addFive(Distance d) {
        d.meter += 5;
        return d.meter;
}
int main() {
        Distance D;
        cout << "Distance: " << addFive(D):
        return 0;
}
```

```
#include <iostream>
using namespace std;
// forward declaration
class ClassB;
class ClassA !
  private:
    int numA:
    friend class ClassB:
    ClassA(): numA(12) {}
class ClassB {
  private:
    int numB;
  public:
    ClassB(): numB(1) {}
  int add() {
    ClassA objectA;
    return objectA.numA + numB;
int main() {
  ClassB objectB;
  cout << "Sum; " << objectB.add():
  return 0;
```

 How many types of inheritance are included in the hybrid inheritance Diamond problem. Write the names of those and Give the diamond problem example in terms of UML diagram.





```
void forword_pres(string prescription){
char flag= give_medicinesType()
}
void updatestock(){
           if(quantity<=stock){
                      stock-=quantity;
           }
           else
           cout << "quantity:\t" << quantity << endl;
           cout << "Not in stock!" << endl:
void bill(){
           cout << "PName \t" << name << endl;
           cout<<"Formula\t"<<formula<<endl;
           cout << "Unit price\t" << price << endl:
           cout<<"Quantity\t"<<quantity<<endl:
           cout < "Total\t" < < price * quantity < < endl;
}
```