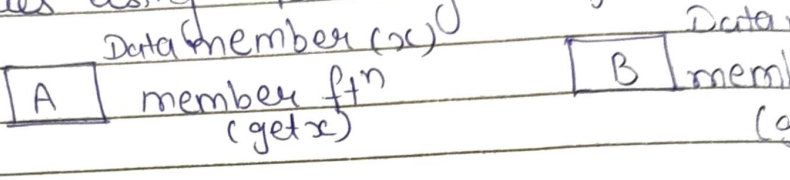
IMPORTANT QUESTIONS

1. Define constructor and list the types.
2. Why constructor is called Dynamic?
3. W.A.P. to calculate area of different shapes using overloaded constructor.
4. W.A.P. in C++ using overloaded constructor to specify class name "BANK" with the members Acc.no (int), Branch (string) and balance (float).
   Derive 3 objects BK1, BK2, BK3 and assign proper values to each object.
5. Declare a class called Bird having private data members name and weight.
6. Define the following:
   i) Default constructor for reading data members from key node.
   ii) Overloaded constructor with 2 arguments to be used for initialisation of data members.
7. Explain 'this' pointer.
8. Explain destructor in brief.
9. WAP to demonstrate use of constructor.
10. WAP to demonstrate use of parameterized constructor.
11. WAP to demonstrate use of multiple constructor in single class

INHERITANCE

1. Explain static member function with example.
2. What is Inheritance? List out types of inheritance and Explain brief.

3. Explain single inheritance with example.
4. Explain multilevel inheritance with example.
5. Explain multiple inheritance with example.
6. Explain Hierarchical inheritance with example.
7. Explain virtual Base class with example.
8. Explain visibility mode.
9. W.A.P. to find maximum number from two values using following diagrams



10. Explain various stream class available in c++

Explain c++ stream class with its hierarchy structure.

11. W.A.P. which create class name distance and add 2 different distance.
Data members : feet and inch.
Member functions : getc(), Add distance (arg)

12. WAP to count total number of created objects.
13. WAP that has class customer to store records of 100 customer's company name "ABC" including following data members:
customer id
customer name

customer address
member function: getdata()
display()

14. To which case default argument passing in function is not allowed? Explain with example.
15. What are the base of defining member functions? Explain with example.
16. Explain following operators:
new and delete.
17. Explain array of objects with example.

Q. Explain 'this' pointer.
- To understand 'this' pointer, it is important to know how objects look at functions and data members of a class.
i) Each object gets its own copy of the data member.
ii) All access the same function definition as present in the code segment.
- Meaning each objects gets its own copy of data members and all objects share a single copy of member functions.
- The compiler supplies an implicit pointer along with the names of the functions as 'this'.
- The 'this' pointer is passed as a hidden argument to all non-static member function calls and is available as a local variable within the body of all non-static functions.