1. Difference between procedural and object oriented programming language.
2. What is structured programming? Discuss characteristics and problem associated with structured programming.
3. What is the use of get and getline functions? Explain with suitable example.
4. Write advantages and disadvantages of object oriented programming language.
5. Explain Manipulators with example.
6. What is meant by pass by reference? How can we pass arguments by reference by using reference variable? Illustrate with example.
7. What are constructor and deconstuctor ?Explain different types of constructor with example..
8. What is method overloading and constructor? Explain with example.
9. What is method overriding? Explain with example.
10. Difference between overloading and overriding.
11. Explain different types of loop in C++.
12. Explain jumping statement with example.
13. Explain class and object.
14. How ambiguity arises in multipath inheritance? How can you remove this type of ambiguity? Explain with suitable example.
15. What is the concept of friend function? How it violates the data hiding principle? Justify with example.
16. Create a class Account with data members acc no, balance, and min\_balance(static) Include methods for reading and displaying values of objects.Define static member function to display min\_balance .Create array of objects to store data of 5 accounts and read and display values of each object.
17. What are the various class access specifiers? How public inheritance differs from private inheritance?
18. How object oriented programming differs from object based programming language? Discuss benefits of OOP.
19. What is destructor? Write a program to show the destructor call such that it prints the message “memory is released”.
20. Explain types of polymorphism briefly. Write down roles of polymorphism. How can we achieve dynamic polymorphism briefly? Explain with example.
21. Describe the characteristics of object oriented programming language.
22. Create a class author with attributes name and qualification. Also create a class publication with pname. From these classes derive a classes derive a class book having attributes title and price. Each of the three classes should have getdata() method to get their data from user. The classes should have putdata() method to display the data. Create instance of the class book in main.
23. Explain use of friend function with the help of suitable example.
24. Explain concept of abstract class
25. Define concept of virtual base class.
26. State the use of static data member of a class.
27. State rules for virtual function.
28. Write a C++ program to overload area() function to calculate area of shapes like triangle ,square, circle.
29. Why type conversion is necessary in OOP? Explain with example, the type conversion routine.
30. Explain about “this” pointer with suitable example.
31. Write a program to find the square of given integer using inline function.
32. Define a Shape class (with necessary constructors and member functions) in Object Oriented Programming(abstract necessary attributes and their types). (Write a complete code in C++ programming language).Derive Triangle and Rectangle classes from Shape class adding necessary attributes.Use these classes in a main function and display the area of triangle and rectangle.
33. Differentiate between base class and derived class with suitable examples.
34. Differentiate between constructor and function.
35. Design a class to represent a bank account with data members name, account-number, account-type, and balance and functions to assign initial values, to deposit an amount, to withdraw an amount after checking balance, and to display the name and balance.
36. Differentiate constructor with destructor.