Question Bank
MODULE-I: OBJECT-ORIENTED FUNDAMENTALS

1) Differentiate between procedure oriented and object oriented programming.
2) Explain the various features of object oriented programming.
3) Give the comparison of C and C++.
4) Discuss basic concepts of C++ in detail.
5) Examine what are the benefits and applications of OOP?
6) What is OOP? Explain the applications of object oriented programming in detail.
7) Explain basic concepts / properties / principles of OOPS in detail.
8) Describe the following characteristics of OOP -Encapsulation, Inheritance, Polymorphism, Abstraction.
9) Explain the structure or layout of C++ Program.
10) Explain about data types available in C++ Program.
11) Write a note on Access Specifiers.
12) Define a class. Explain about class specification.
13) Write a note on Creating Objects or object creation. / How do you create objects ?
14) Consider Examples - Bank Account, Student, Library, Vehicle :
    i) Draw Class Diagrams ii) Illustrate creation of classes and objects.
15) How to define and access member functions?
16) What is meant by constructor? Explain types of constructors.
17) Explain Characteristics of Constructors and Destructors
18) Define parameterized constructor by taking a C++ program.
19) What is Constructor overloading ? Write a program that has Constructor Overloading.
20) Explain the application of constructors and destructors in C++ programming.
21) What do you mean by default constructor? Explain with examples.
22) What do you mean by copy constructor? Explain types of Copy Constructor. Write a program that demonstrates use of Copy Constructor.
23) Explain about destructors.Write a program in C++ to demonstrate the use of destructors.
24) What are Default Arguments? Mention their Advantages and Disadvantages.
25) Why should default values be given to function arguments in function ?
26) Write a program using the 'this' pointer.
27) Write a C++ program to implement a class called Circle that has private member variables for radius. Include member functions to calculate the circle's area and circumference.

28) Write a C++ program to create a class called Rectangle that has public member variables for length and width. Implement member functions to calculate the rectangle's area and perimeter.

29) A Book class that simulates the behavior of a book in a library. This class will use a default constructor, a parameterized constructor, a copy constructor, and a destructor.

30) Create a class bankaccount with

       1) A default constructor Setting Bank Account to 0.

       2) Parameter Constructor that sets initial balance.

       3) A method deposit() and Withdraw() to modify balance.

       4) A copy Constructor that transfers Balance from one Account to another.

       5) A destructor that Prints "Account Closed".

31) Write a C++ program to create a class called Person that has public member variables for name, age and country. Implement member functions to display values.

32) Write a C++ program to implement a class called Employee that has public member variables for name, employee ID, and salary. Include member functions to calculate salary based on employee performance.