

OOPPS Question Bank

Unit 1	Foundations of OOP
1.	Describe what is understanding of a term “problem” in engineering, with example.
2.	Differentiate between the terms a problem and a solution.
3.	Are coding and programming synonyms? Explain with example.
4.	Give 10 point on need of object oriented programming
5.	Explain important features of Object Oriented Programming.
6.	Explain OOP terms: Abstraction, Encapsulation and inheritance.
7.	Explain OOP terms: Morphism, association, aggregation, composition.
8.	Explain the syntax of a keyword class.
9.	What are access or visibility specifiers in c++, Give example.
10.	What is a structure of c++ program.
11.	What are builtin and user defined data types in C++.
12.	Explain with example, class and object of a class.
13.	Explain the term constructor and destructor in c++.
14.	Explain characteristics of c++ constructor.
15.	Explain characteristics of c++ destructor.
16.	Explain with example, c++ default argument.
17.	Explain advantages and disadvantages of c++ default argument.
18.	Explain with example default constructor in c++.
19.	Explain with example parameterized constructor in c++.
20.	Explain with example copy constructor in c++.
21.	What is explicit descriptor, give example.
22.	What is abstraction in C++.
23.	Write a c++, class to declare datatype for “Hello, World!” create an object to display it.
24.	Explain with example, compiling a C++ code using g++.
25.	Write a code to initialize an integer private members using declaration of an object of a class.
26.	What is importance of declaring object to a class.
27.	Write a access a function member of a class, use object to call it. Compile using VScode
28.	Demonstrate use of cin with example.
29.	What is iostream, Explain.
30.	Write a c++ code to use constructors to send two integer arguments and a function to add and display the result.
31.	Illustrate, default access specifiers with c++ example.
32.	What is special about default access specifier in c++.Give example.