**CLASS XII**

**COMPUTER SCIENCE**

**VIVA TEST-(2019-20)**

**REVISION TOUR**

1. Differentiate between call by value and call by reference.
2. Can functions be also local or global?
3. Define an array.
4. .Difference between getch() and getche()
5. What are preprocessor directives?
6. Difference between pointer and reference
7. Which operator is known as dereferencing operator?
8. Differentiate between gets() and getline() function.
9. Give any two points of difference between switch…case and if…else statements.
10. Give an example of entry controlled loop and exit controlled loop.
11. Diff between strcmp() and strcmpi()
12. What is a macro?
13. Differentiate between syntax and logical error.
14. Difference between if else and switch.. case statement.

**DATA FILE HANDLING**

1. What is the difference between binary and text file.
2. Differentiate between ios:app and ios:ate
3. Differentiate between ios:nocreate and ios:noreplace
4. Differentiate between seekg() and seekp().
5. Differentiate between seekg() and tellg().
6. Which header file is needed while implementing files.
7. Is it necessary to include iostream.h along with fstream.h.?Give reason.
8. What are the two ways of opening files.

**STACK and QUEUES**

1. What are data structures? How many of them you know?
2. What is the difference between static memory allocation and dynamic

memory allocation?

1. What is the difference between Stacks and Queues?
2. What is the difference between new and delete operator.

**Classes and objects**

1. What is an object? How it is different from class?
2. What type of functions can be called as inline?
3. What is the use of protected members in the class?
4. Which functions are known as accessor, mutator or manager functions?
5. what will be size of a class if there is not data item in it?
6. Why functions are always in public function?
7. What is the difference between structure and class?

**CONSTRUCTOR DESTRUCTOR**

1. What is the Role of constructor? When is destructor called?
2. What is the difference between default constructor and constructor with default arguments?
3. Why the reference of an object is passed in copy constructor?
4. If a derived class has no parameters for its constructor but a base class has parameterized constructor, how the constructor for the derived class would defined?
5. Can destructors be overloaded Yes/No & Why?
6. Can constructors be overloaded Yes/No & Why?
7. What property of OOP is implemented in Constructors?
8. From the given conditions
9. Sample S1=S2;
10. S1=S2 ;
11. When copy constructor will invoke.

**INHERITANCE**

1. Why we need virtual class?
2. Draw an eg of a hierarchical and an example of multiple inheritance.
3. Differentiate by giving an example each of “HAS-A” and “IS-A” relationship.