- 1. What is Hierarchy of File stream classes?
- 2. Explain about various file modes?
- 3. Explain about sequential access of files?
- 4. Explain about random access of files (read and write data using objects)
- 5. Explain about file pointers
- 6. Explain about Command line arguments?
- 7. Explain about function templates
- 8. Explain about class templates, inheritance of class templates, class template with overloaded operators
- 9. Explain about unformatted and formatted i/o operations
- 10. Explain about Pure virtual functions, Abstract classes, virtual distractors
- 11. What is dynamic binding explain about it?
- 12. How many types of exceptions? Explain about try catch catch all exceptions
- 13. exceptions in: Constructors, Distractors
- 14. exceptions in: Inheritance Tree, Class Templates
- 15. Explain about Abstract classes and virtual base classes
- 16. Constructors and Destructors in derived classes calling of parameterized using derives class objects
- 17. All types of inheritances
 - a. Single
 - b. Multiple
 - c. Multilevel
 - d. Hierarchical
 - e. Hybrid
 - f. Multipath(implementation using virtual base class)
- 18. What is operator overloading? explain about Overloadable Operators, Unary Operator Overloading
- 19.Explain about pre-increment and post-increment programs on it /
- 20.Binary Operator Overloading, Arithmetic Operators, Concatenation of Strings, Comparison Operators, Assignment Operators
- 21.Explain about New and Delete Operators overloading
- 22. Overloading unary and binary using friend function
- 23. Array of objects?
- 24. Explain about Passing Objects as Arguments, Returning Objects from Functions
- 25. Explain about Friend Function and Friend Classes

- 26. Array of Pointers to Objects, Pointers to Objects Members, this Pointer, Self Referential Classes
- 27. Copy Constructor, Constructor with Two Dimensional Arrays,
- 28. Classes objects(types of objects)(static, dynamic, live)
- 29. Static Data Members and Member Functions.
- 30. Function pointers, object pointers, variable pointers (etc all pointers)