

C++ VIMP

INTERVIEW QUESTIONS

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Part -1

1. What are access modifiers?

→ You use access modifiers to define accessibility for the class members. It defines how to access the members of the class outside the class scope.

There are three types of access modifiers:

- Private
- Public
- Protected

2. Difference between equal to (==) and assignment operator (=) ?

→ The equal to operator == Checks whether two values are equal or not. If equal, then it's true; otherwise, it will return false.

The assignment operator = allots the value of the right- side expression to the left operand.

3. What is std in C++ ?(select correct option)

1. Std is a standard class in C++

2. Std is a standard file reading header
3. Std is a standard header file
4. Std is a standard namespace (correct option)

4. When is void () return type used?

→ You use the void () return type when you don't want to return any value. It specifies that the function doesn't return a value. A function with a void return type completes its task and then returns the control to the caller.

5. What is a scope resolution operator?

→ A scope resolution operator is represented as ::
This operator is used to associate function definition to a particular class.

The scope operator is used for the following purposes :

- To access a global variable when you have a local variable with the same name.
- To define a function outside the class.

6. Can you compile a program without the main function?

→ Yes, you can compile a program without the main function, but you cannot run or execute the program because the main() function is the entry point, from where all the execution begins. And without the entry point, then you can't execute the program.

7. What is the difference between prefix and postfix?

- In prefix (`++i`), first, it increments the value, and then it assigns the value to the expression.
- In postfix (`i++`), it assigns the value to the expression, and then it increments the variable's value.

8. What is an inline function?

- An inline function when called expands in line. When you call this function, the whole code of the inline function gets inserted or substituted at the inline function call.

Syntax:

Inline return-type function-name (parameters)
{ }

9. What is a friend function?

- You can define a friend function as a function that can access private, public and protected members of the class. You declare the friend function with the help of the `friend` keyword.
- You declare this function inside the class.

10. What are pointers in C++?

- Pointers are the variables that store the memory address of another variable. The type of the variable must correspond with the type of pointer.

Syntax: type * name