

## Some Questions you must study...

- a) Difference between local/global vars
- b) What are preprocessor directives (Uses of #include, #define)
- c) What are header files
- d) Why is iostream used
- e) What are namespaces
- f) Standard and derived datatypes
- g) Ranges of std datatypes
- h) Difference in signed/unsigned
- i) What is ASCII
- j) Bool datatype in C++
- k) Difference between variable definition and declaration
- l) What are constants
- m) Literal vs Defined vs Memory constants
- n) What are standard inp/out/err
- o) What are cin/cout
- p) Using manipulators
- q) How are expressions evaluated(precedence and associativity)
- r) Difference between prefix/postfix inc/dec
- s) Sizeof operator
- t) Type conversion in mixed type expr
- u) Difference b/w call by value and reference
- v) Using default parameter args
- w) Evaluation of logical operators
- x) Dangling else problem
- y) Evaluation of ternary op
- z) Effect of break and no-break in switch case
- aa) General working of for, while, do-while loops
  - Using comma operator
  - Difference between break and continue
  - What are text/binary files
  - What is eof? How is it determined?
  - Usage of open and close functions
  - Reading/Writing file using >>/<<

Usage of ios flags

Get/put/gets/puts/getline functions

Good(), bad(), fail(), eof() functions

Using arrays, passing arrays to functions, sorting tech discussed

What is encapsulation, abstraction, data hiding

Usage of access specifiers

What is this pointer

Copy constructor creation and invocation(bitwise/logical copy)

Function of destructor

What are friend functions and their applications(One is overloading + to be able to do 2+ob as discussed in class, making creation of some types of I/O functions easier, using some variable interrelated to some other class resource example that I gave in class)

What is operator overloading? Ways to overload some common op

Difference between static and non static vars

Using static class members(vars+functions)

Difference between private/public/protected inheritance

What is function overriding

What is static and dynamic binding? How are they implemented?

Order of calling of constructor and destructor in case of inheritance

What is polymorphism?

What are virtual functions?

What is an abstract class? What are pure virtual functions?

Problems with multiple inheritance and solution using virtual inheritance

All functions of string class. Implementation of string class

Re-throwing of exceptions

Difference between exit and abort

Using throwable exceptions list in function definition and declaration

Handling unexpected exceptions

Difference between switch case's default and catch's ...(catch any exception)

Working of try/catch