

- **WAP to print “Hello World” using C++.**

Answer:

//WAP to print “Hello World” using C++

```
#include<iostream>
using namespace std;
```

```
main()
{
    cout<<"Hello World";
}
```

Output: Hello World

- **What is OOP? List OOP concepts**

Answer:

C++

What is OOP?

Its stands for Object-Oriented Programming

Procedural programming is about writing procedures or functions that perform operations on the data, while object-oriented programming is about creating objects that contain both data and functions.

1. **Dynamic Binding:** In dynamic binding, the code to be executed in response to function call is decided at runtime.
 2. **Class:** class is a collection of object
- Class is a collection of data members(variable) and member function with its behaviour
 - 1: Private
 - 2: Public
 - 3: Protected
3. **Object:** An Object is an identifiable entity with some characteristics and behaviour. An Object is an instance of a Class.
 4. **Encapsulation:** Data heading rapping up of data into single unit
Example: mobile
 5. **Inheritance:** Property of parent class derived into child class

Type →

1. Single inheritance
 2. Multilevel inheritance
 3. Multiple inheritance
 4. Hybrid inheritance
 5. Hierarchical inheritance
-
6. **Polymorphism:** Ability to take one name having different form

Two Type of Polymorphism:

1. Method Overloading (compile time)
2. Method Overriding (Run time)

What is the difference between OOP and POP?

Answer:

OOP	POP
Object-oriented programming	Procedure/ Structure Oriented
Task done through procedure or structure	Objects are made that inherit the properties of a class.
Program is divided into sections called functions	Program is divided into sections called objects
No entity accessing mode	Entity accessing is categorized into public and private
No provision of Inheritance	Inheritance is present in three forms including public, private, and protected