1)

#include<iostream.h>

class myclass

{

public:

myclass()

{

cout<<"in def const"<<endl;

}

myclass(myclass &ref)

{

cout<<"in copy const";

}

~myclass()

{

cout<<"in dest"<<endl;

}

};

void main()

{

// here

}

In main(), create 2 instances in such a way that both the constructors and the destructor will be invoked.

2) #include<iostream.h>

class myclass

{

public:

myclass()

{

cout<<"in def const"<<endl;

}

// here

~myclass()

{

cout<<"in dest"<<endl;

}

};

void main()

{

myclass m1;

m1.fun(m1);

}

You need to define fun in such a way that , copy constructor should not be invoked.

3) How many times constructor and destructor will be called in following example ?

#include<iostream.h>

class myclass

{

public:

myclass()

{

cout<<"in def const"<<endl;

}

myclass getMyclass(myclass ref)

{

myclass temp;

return temp;

}

~myclass()

{

cout<<"in dest"<<endl;

}

};

void main()

{

myclass m1;

m1.getMyclass(m1);

}

4) How many times constructor and destructor will be called in following example ?

#include<iostream.h>

class myclass

{

public:

myclass()

{

cout<<"in def const"<<endl;

}

myclass getMyclass(myclass &ref)

{

return myclass();

}

~myclass()

{

cout<<"in dest"<<endl;

}

};

void main()

{

myclass m1;

m1.getMyclass(m1);

}

5) How many types of objects can be created in the following code ?

#include<iostream.h>

class myclass

{

public:

myclass(myclass &ref)

{

}

};

5-a) how many types of objects can be created ?

class myclass

{

public:

myclass()

{

cout<<"no-arg"<<endl;

}

};

void main()

{

myclass m1;

myclass m2=m1;

cout<<"done";

}

5-b) how many types of objects are created ?

class myclass

{

};

void main()

{

myclass m1;

myclass m2=m1;

cout<<"done";

}

6) guess the output in following code.

#include<iostream.h>

class myclass

{

int num;

public:

myclass(int num)

{

this->num=num;

}

void disp()

{

cout<<num<<endl;

}

void change(myclass &ref)

{

num=100;

ref.num=200;

}

};

void main()

{

myclass m1(10),m2(20);

m2.change(m1);

m1.disp();

m2.disp();

}

7) guess the output in following code.

#include<iostream.h>

class myclass

{

int num;

public:

myclass(int num)

{

this->num=num;

}

void disp()

{

cout<<num<<endl;

}

void change(myclass ref)

{

num=100;

ref.num=200;

}

};

void main()

{

myclass m1(10),m2(20);

m1.change(m2);

m1.disp();

m2.disp();

}

8) Given

#include<iostream.h>

class A

{

public:

void Afun()

{

cout<<"A fun"<<endl;

}

};

class B

{

public:

// here

};

void main()

{

// here

}

In the above code, you are required to

1. Define “Bfun” member function inside in class B and make sure it will call “Afun” of class A.
2. From main() function , call “Bfun”.

9) what will be the output in case of following code ?

#include<iostream.h>

#include<string.h>

class myclass

{

char \*name;

public:

myclass(char \*ptr)

{

name=new char[strlen(ptr)+1];

strcpy(name,ptr);

}

void disp()

{

cout<<name<<endl;

}

char& change()

{

return name[0];

}

};

void main()

{

myclass m1("sachin");

m1.disp();

m1.change()='R';

m1.disp();

}