### 1) Can you explain about any project you worked on?

**2) As we work on ROR, SO are you ready to switch technology?**

### 3. What are class and object in C++?

A class is a user-defined data type that has data members and member functions. Data members are the data variables and member functions are the functions that are used to perform operations on these variables.

An object is an instance of a class. Since a class is a user-defined data type so an object can also be called a variable of that data type.

A class is defined as-

class A{

private:

int data;

public:

void fun(){

}

};

### What is polymorphism in C++?

Polymorphism in simple means having many forms. Its behavior is different in different situations. And this occurs when we have multiple classes that are related to each other by inheritance.

For example, think of a base class called a car that has a method called car brand(). Derived classes of cars could be Mercedes, BMW, Audi - And they also have their own implementation of a cars

The two types of polymorphism in c++ are:

* Compile Time Polymorphism
* Runtime Polymorphism

**10. What do you know about friend class and friend function?**

A friend class can access private, protected, and public members of other classes in which it is declared as friends.

Like friend class, friend function can also access private, protected, and public members. But, Friend functions are not member functions.

For example -

class A{

private:

int data\_a;

public:

A(int x){

data\_a=x;

}

friend int fun(A, B);

}

class B{

private:

int data\_b;

public:

A(int x){

data\_b=x;

}

friend int fun(A, B);

}

int fun(A a, B b){

return a.data\_a+b.data\_b;

}

int main(){

A a(10);

B b(20);

cout<<fun(a,b)<<endl;

return 0;

}

### 14. What do you mean by abstraction in C++?

Abstraction is the process of showing the essential details to the user and hiding the details which we don’t want to show to the user or hiding the details which are irrelevant to a particular user.

**Question 1: What is Inheritance in Java?**([detailed answer](http://java67.blogspot.com/2012/08/what-is-inheritance-in-java-oops-programming-example.html))  
Answer: Inheritance is an Object oriented feature which allows a class to inherit behavior and data from other class. For example, a class Car can extend basic feature of Vehicle class by using Inheritance. One of the most intuitive examples of Inheritance in the real world is Father-Son relationship, where Son inherit Father's property. If you don't know, Inheritance is the quick way to become rich :)  
  
Read more: [https://www.java67.com/2016/03/top-21-java-inheritance-interview-Questions-Answer-Programming.html#ixzz72TCDeboJ](https://www.java67.com/2016/03/top-21-java-inheritance-interview-Questions-Answer-Programming.html" \l "ixzz72TCDeboJ)

**On which databases you have worked?**

**Do you have knowledge about Github , Gitlab or bitbucket ?**

**Test task:   
Program to print full pyramid using**

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#include <iostream>

using namespace std;

int main()

{

int space, rows;

cout <<"Enter number of rows: ";

cin >> rows;

for(int i = 1, k = 0; i <= rows; ++i, k = 0)

{

for(space = 1; space <= rows-i; ++space)

{

cout <<" ";

}

while(k != 2\*i-1)

{

cout << "\* ";

++k;

}

cout << endl;

}

return 0;

}