1 WAP to print "Hello World" using C++?

```
ANS: #include <iostream>

Using namespace std;

Int main ()

{

Count << "\n \t hello world " << endl;
}

Output: hello world
```

2 What is OOP? List OOP concepts?

ANS: OOP mean object oriented programming in oop programming

The concepts is base on date in form of fields and the code is

Form of procedures

OOP CONCEPTS

1 Class:

 A blueprint or template for creating objects. It defines the structure and behavior (attributes and methods) that the objects created from the class will have.

2 **Object:**

• An instance of a class. It is a self-contained unit that has attributes (data) and methods (functions) defined by its class.

3 Encapsulation:

 The bundling of data (attributes) and methods (functions) that operate on the data into a single unit, or class. Encapsulation also involves restricting access to some of the object's components, which is a way of preventing unintended interference and misuse of the data.

4 Inheritance:

 A mechanism that allows one class (the child or subclass) to inherit attributes and methods from another class (the parent or superclass). This promotes code reuse and establishes a hierarchical relationship between classes.

5 Polymorphism:

 The ability of different classes to be treated as instances of the same class through inheritance. It also allows methods to be overridden in derived classes, providing a way to perform a single action in different forms (e.g., method overriding and method overloading).

6 Abstraction:

 The concept of hiding the complex implementation details and showing only the essential features of an object. It reduces complexity by allowing the user to interact with an object at a higher level without needing to understand the intricate details of its implementation.

3 What is the difference between OOP and POP?

ANS: OOP POP

Object oriented programming	Procedure/Structure oriented
Bottom-up.	Top-down.
Entire program is divided into	Large program is divided into
objects.	units called functions.
Access specifier are "public",	No access specifier observed.
"private", "protected".	

It overloads functions,	Neither it overload functions nor
constructors, and operators.	operators.
Inheritance achieved in three	Their is no provision of
modes public private and	inheritance.
protected.	
Data is shared among the	Global data is shared among the
objects through the member	functions in the program.
functions	
Eg: C++, JAVA, VB.NET, C#.NET.	Eg : C, VB, FORTRAN, Pascal