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

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| --- | --- |
| Object oriented programming | Procedure/Structure oriented |
| Bottom-up. | Top-down. |
| Entire program is divided into objects. | Large program is divided into units called functions. |
| Access specifier are "public", "private", "protected". | No access specifier observed. |
| It overloads functions, constructors, and operators. | Neither it overload functions nor operators. |
| Inheritance achieved in three modes public private and protected. | Their is no provision of inheritance. |
| Data is shared among the objects through the member functions | Global data is shared among the functions in the program. |
| Eg : C++, JAVA, VB.NET, C#.NET. | Eg : C, VB, FORTRAN, Pascal |