Final Preparation

L5, L6.1, L6.2

1. What do you mean by binding? what are the possible binding times?
2. Differentiate between static and dynamic binding.
3. Differentiate between explicit and implicit binding.
4. What are the categories of variables base on lifetimes?
5. What do you mean by scope of variable? differentiate between global and local variable.
6. What are the primitive data types? Explain the IEEE floating point standard 754.
7. Explain different types of strings in different languages with the string operation.
8. Explain different ty[es of enumarated data types with example.
9. Explain array data type with its indexing, binding, intitialization and heterogenity.
10. How is two dimensional/multidimensional array implemented?
11. What do yo mean by record data type? What operations are allowed for record data types?
12. How is a record data type implemented? Explain with example.
13. Explain list data with example.
14. How does Unim data type differ from record?
15. What are the speciality of pointer/reference data type? What are the operations allowed for pointer type data? Explain with example.
16. What are the main problems with pointer?
17. Explain dangling pointer with example.
18. What do you mean type checking? Explain coersion null with example.

L7, L8

19. Explain different types of operators and precedence and associativity.
20. Explain the conditional expressions with example.
21. Explain the referential transparency or common subexpression elemination with example.
22. What do you mean by operator overloading? Explain with example.
23. Exaplain different types of type conversions with example.
24. Explain different types of assignment statements (Conditional targets and multiple assignments).
25. Write down different types of control statement.
26. Explain nested if-then-else statements with example.
27. How is a switch-case statement can be converted to if-then-else statement? Explain with example.
28. Explain different types of loop statements in C/C++ with example.
29. What are the use of "break" and continue statement in C/C++? Explain with example.

L9.1, L9.2

30. Define sybprogram, sybprogram call and parameter profile.
31. Differentiate between formal paramenter and actual parameter.
32. Differentiate between procedure and function.
33. Explain different types of parameter passing with example.
34. Differentiate between pass-by-values pass by variable reference and pass by name.
35. Explain call semantics and return semantics.

36. What do you mean by activation record? Explain with example in C/C++.
37. Explain the activation record of recursion fatorial function/recursive fibonacci number.
38. Explain the nested subprogram with example.

L10, L11

39. What do you mean by abstract data type(ADT)? What are the conditions of ADT?
40. What are the advantages of ADT?
41. What do you mean by encapsulation? How can information be hided in C++? Explain with example.
42. What are the uses of constructor and destructor?
43. Write down the stck ADT in C++.
44. What do you mean by frind function/class?
45. What do you mean by inheritance in C++?
46. What do you mean by abstract method/class?
47. Differentiate between subclass and superclass.
48. What do you mean by single and multiple inheritance? Explain with Example.
49. Differentiate between operator and functional overloading. Explain with example.