

1. What do you mean by array? Explain with example various ways to define array in PHP?
2. Explain with example: foreach loop for arrays and while loop for arrays.
3. List and explain various array operators.
4. Explain with example: Multi dimensional array.
5. Explain with example following functions for array:
i. sort ii. Asort iii. Ksort iv. Rsort v. arsort vi. Krsort vii. Shuffle viii. Array_reverse
ix. Array_push x. array_pop xi. Each xii. Current xiii. Reset xiv. End xv. Next xvi. Pos
xvii. Prev xviii. Array_walk xix. Count xx. Array_count_values xxi. Extract
6. Explain following string manipulation functions:
i. isset ii. Empty iii. Substr iv. Strpos v. strpos vi. Strrpos vii. Strripos viii. Str_replace
ix. str_ireplace x. ltrim xi. Rtrim xii. Trim xiii. Str_pad xiv. Lcfirst xv. Ucfirst xvi. Ucword
xvii. strtolower xviii. Strtoupper xix. Strrev xx. Str_shuffle xxi. Str_repeat xxii. Explode
xxiii. implode xxiv. Addslashes xxv. Stripslashes xxvi. Chr xxvii. Ord xxviii. Strtok
xxix. strcmp xxx. Strcasecmp xxxi. Strnatcasecmp xxxii. Strnatcmp xxxiii. Strlen
xxxiv. strstr xxxv. Strchr xxxvi. Strchr xxxvii. Strchr xxxviii. Stristr xxxix. Str_replace
xxxx. substr_replace
7. What do you understand by regular expression? What are the two main techniques for regular expression?
8. Explain preg_match with its prototype and example.
9. List with the meaning of POSIX character classes.
10. List with meaning of special characters used in POSIX regular expression outside square brackets.
11. List with meaning of special characters used in POSIX regular expression inside square brackets.
12. Explain subpattern with example.
13. List and explain advantages of reusing code.
14. What is the difference between require and include function?
15. Write the naming conventions for function.
16. Explain variable scope with appropriate example.
17. What do you understand by namespace? Write the main advantages of using namespace.
18. Explain the following OOP concepts in your word:
i. object ii. Class iii. Polymorphism iv. Inheritance
19. List and explain access specifier with appropriate example.
20. What do you mean by overriding? How you can make a method which cannot be override?
21. When you use interface? Why ?
22. What is the use of static methods?
23. What is the use of cloning a object? Explain with example.
24. Why you create abstract classes and abstract methods?
25. Explain exception handling with their block structure.
26. List and explain the most common exception classes.
27. Explain with example: How you make a user define exception?