Assignment 1

Unit –1: Principles of Object Oriented Programming

1) Explain object-oriented Programming.
2) Define : object, class, Inheritance, Data abstraction, encapsulation, polymorphism, dynamic binding, message passing
3) Write Advantages of Object Oriented Programming
4) Explain Structure of c++ Program
5) Explain Basic Data types of C++.
6) Explain scope-resolution operator with example
7) Explain Manipulators and Enumeration

Assignment: 2

Unit-2: Function ,Structure and Working with Object

1) Explain function prototype.

2) Explain Call By Value and Call By Reference with example.

3) Explain default argument with example.

4) Explain inline function with example.

5) Explain function overloading with suitable example.

6) Explain class with example.

7) Explain access specifiers or Explain three type of visibility mode.

8) What are the ways of defining member function? Explain with example.

9) Explain Private Member function.

10) Explain array of object with example

11) Explain static data member with example.

12) Explain static member function with example.

13) Explain how to pass an object as an argument with example.

14) Explain friend function with example.

Assignment: 3

Unit- 3: Constructor and Destructor

1) Explain constructor with characteristic and example.
2) Explain parameterized constructor with example.
3) Explain copy constructor with example.
4) Explain destructor with characteristics and with example.
5) Write a C++ program to demonstrate use of constructor overloading.
6) Create a class for shape triangle. Calculate area of triangle. Use constructors to construct objects.

Assignment: 4

Unit-4: Inheritance

1) Explain inheritance with its type.
2) Explain single level inheritance with Example.
3) Explain multilevel inheritance with Example.
4) Explain multiple inheritances with Example.
5) Explain hierarchical inheritance with Example.
6) Explain Hybrid Inheritance with Example.
7) Explain Virtual Base class With Example.
8) Explain access modifiers of class.

Assignment: 5

Unit -5 : Polymorphism, Virtual Function and working with Files

1) Explain 'this' pointer with example.

2) What is polymorphism? Explain types of it.

3) Explain virtual function with suitable example.

4) What is pure virtual function?

5) Explain Abstract class.

6) Explain C++ Stream class with its hierarchy structure.

7) Explain following terms:

(1) fill ( ) (2) width ( ) (3) precision ( ) (4) write ( )