	Date Date
10 10 ba	Assignment No 11
	behavious together is calle
	of Encorpsulation
Q-1.	what are characteristics of c+t programming
	Hanquage 9 MANDING DOME SUSINION OF OF
	0 0
-7	1. It is Native programming language
torde	2. It is high level programming language
	3. It is compiled programming language
7	4. It is an object oriented programming
	5. It supports procedural language.
	as well as object oriented approch.
	6. It is block structured language.
Josephoo	7. It supposts static data typing concept.
	a personational so o
Q.2.	Explain object oriented programming paradigms.
- 5	4. Polymosphsm. single name and multips
	object oriented programming paradigms
	The state of the s
	- Encapsulation
	- Abstraction
	Polymozphism
	26.241.2
	Inheritance
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1. Encapsulation - Binding characteristics and behaviour together is called as Encapsulation.

- To achieve encapsulation we create

eshat are characteristics of c+t programming

- 2. Abstraction Hiding something from outside world is called abstraction.
 - - 3. Inheritance one class can Inherit

 properties of another class is called

 as Inheritance.
- In simple words reusability.
 - 4. Polymosphism. single name and multiple behaviours is called as polymosphism.

were southed

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ctor and its types.
pecial functions.
specify con.
which gets
There d
onstructor before
o'lland .

automatically called when object of a class. re three tupes of access - compiler will call call c

· There are three types of constructors.

1. Default constructor 2. parameterized constructor

allocating memory for ob

3. copy constructor

Q.3. Explain concept of construct

-> Constructor dis d

ch part of a closs can

- constructor is function

1. perplic color cocunt to everyone to access without - signibes in the

then it should be written under

class Demo & 28000 3 Aduso

20 streets - 15 cos court: sildua tite something prom outside coord : pita coc more

int bi

Demo() II Default constructor

3. Protected. If the class esports to a=11; czesso sit shuera

y b=12;

Demo (int A, int B) Il parameterized constructor

{ a = A; b = B;

a= ref.a; b= ref.b; };

pemo (Demo & ref) 11 copy constructor

Q.4. what is mean by Access specifical

Specify which part of a class can

be accessed by outsider and

which part cannot be assed.

- There are three types of access
 - 1. public
 - 2. There are three types oredt.
 - 3. Protested
 - · In Java Default gets added
 - everyone to access without any restriction,

 then it should be written under

 public class.
 - 2. Private If we want to hide something from outside world then we use of private.
- 3. Protected If the class wants to

 provide the access to its child class

 then its should written under

 protected access specifies.

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Q. 5. what are contents of class 9

- class is defined as werdefined data type.
- class is user defined data type which contains two things in it:
- 1. characteristics [Data Members]
- 2. Behaviours [functions of class]

Destructor 9

- · constructor is used to initialize

 the characteristics as well as as

 used to allocate resources.
 - · constructor is not used to allocate
 the memory for object.
 - Destructor is used to deallocate

 the resources which was allocated

 inside the constructor.
 - · Destructor gets eutomatically called before deallocating a memory of an object.

write a program to find max of two Q.7. numbers using procedural approach (c) & # include < stdion y procedural | notains year things in int main () characteristics [pata members Behaviouss : smun inimations of dels] int Ans: printf (" Enter 700 Integer Numbers:"); scanf (" ".d ".d". Anum 1, fnum 2); if (num1>num2) printf (" " d Greater", numi); constructor is not used to c else printf (" 1.d Greater", num2); the resources which was allofated return o; टिशार विद्यारिक्यित

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   object oriented approach
   # include < iostream > 0
    using namespace std:
class Maximum
                      ciny of aci
      Public :
int valuel - value2;
        maximum ( int NOI, int NO2)
             maximum obj (a, b)
               valuel = Nol:
             Value 2 = No2;
         void maximum 1 ()
            if ( valuel > value2)
            { cout << value! << " Greater";
            else if ( valuel < value2)
            cout << value2 << "Greater":
           else if ( value 1 = = value 2)
             { cout << " Both are some value";
            else of
                cout << "Enter valid value";
```

int main () \$ norge bother topics

int a = 0; concertsol > abutan que

eding namespace seed o = 6 this

cout LL " Enter first Number: " scendl;

ciny > d;

cout << " Enter second Number: " Lend1;

cin >> b;

massimam (int Not. int Nos.)

maximum obj (a,b)

obj. maximum! ();

Value2 = No2:

return o;

3

1) Tungungana plan

valuel > value2)

cout << value << " Greate

clss if (value) < value2)

court << value 2 << "Grantes

elle if I value 1 = = value 2)

court et " Both die Some Willer

court of 11 Enter valid value"

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Q. 8.	what we she had	
4.0	what are the data types in c++ 9	
-7	[califer]	
0.1	Datatypes in C++	
	compiler pemos / pemo-Asm -	
	premitive perived user defined	
	Assembler Demo. obj	
	1. boolean 1. pointer 1. structure	
	2. char 2. Array 2. Union	
	3. int 3. function 3. Enumeration	
	4. Float 4. Reference 4. class	
	5. double	
	Teste militias as a stay ment a soule of	
	teconics the same after the same and the	
Q.9·	Explain toolchain of c+t program?	
Q.9·	Explain toolchain of c++ program?	
Q.9·	· The toolchain of c++ program is same	
Q.9·	· The toolchain of c++ program is same as we dicussed in previous Assignment.	
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