**Question Bank- OOPS**

**(BCS10T1006)**

Q1. Differentiate between data abstraction and data encapsulation.

Q2. Discuss the use of public, private and protected access specifiers and their visibility in the class.

Q3. Discuss default constructor and parameterized constructor with the help of an example in C++.

Q4. Write down the use of destructor in C++.

Q5. What is the need of constructor? How it is different from the member function?

Q6. What is a static data member? How they are used in static functions? Explain with suitable illustrations.

Q7. Define class and objects.

Q8. What do you mean by dynamic binding? How it is useful in OOP?

Q9. Explain the use of friend function with the help of suitable example.

Q10. What is the need of overloading operators and functions?

Q11. How do we invoke constructor? Can we have more than one constructor in a class? If yes, explain the need for such a situation.

Q12. Write down the example to overload unary and binary operators in C++.

Q13. State the use of scope resolution operator in C++.

Q14. Compare and contrast the structured programming and object oriented programming.

Q15. What is a dynamic constructor? Explain with suitable example.

Q16. Define a structure that represents Fruit with properties fruit name, fruit type, fruit color. Write a program that accepts data of four fruits and displays the results.

Q17. Compare and Contrast late binding and early binding.

Q18. What do you mean by implicit and explicit call of constructor? Explain with example.

Q19. Write a C++ program to overload area() function to calculate area of shapes like triangle ,square, circle.