**OOP_ESE -Question Bank**

**Unit1 and Unit2**

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| 1. What are the types of control statements? | CO1 |
| 2. What is C++ Flow Control? | CO1 |
| 3. What are the 3 types of control structures? | CO1 |
| 4. What is if and if else statement? | CO1 |
| 5. What are control structures in C? | CO1 |
| 6. What are the basics of C++? | CO1 |
| 7. What are the five basic elements of a C++ program? | CO2 |
| 8. What is the operator in C++? | CO2 |
| 9. What is operator in C++ with example? | CO2 |
| 10. How many operators are there in C++? | CO2 |
| 11. What the five features are of object oriented programming? | CO1 |
| 12. What are the features and advantages of object oriented programming? | CO1 |
| 13. What do you mean by OOPs explain its features? | CO1 |
| 14. What does have a class mean? | CO1 |
| 15. What is the scientific definition of class? | CO1 |
| 16. What is data abstraction with example? | CO2 |
| 17. What are the 3 levels of data abstraction? | CO2 |
| 18. What is difference between access specifier and access modifier? | CO2 |
| 19. What is protected access specifier? | CO2 |
| 20. What is the use of inline function? | CO2 |
| 21. What is meant by inline function? | CO2 |
| 22. What is the difference between friend function and inline function | CO1 |

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| explain with examples? | |
| 23. What is friend function with example? | CO1 |
| 24. How do you declare a friend function? | CO1 |
| 25. Is C++ a object oriented language? | CO2 |
| **Unit3 and Unit4** | |
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| 1. What is a binary **operator**? | CO3 |
| 2. Which is the correct example of a binary **operator**? | CO3 |
| 3. Which is the correct example of a unary **operator**? | CO3 |
| 4. Which is called ternary **operator**? | CO3 |
| 5. What is the need of operator overloading | CO3 |
| 6. Write the rules for operator overloading | CO3 |
| 7. Write the difference between unary and binary operators | CO3 |
| 8. How to do operator overloading using Friend Function. Explain it with example. | CO1 |
| 9. What is friend function? | CO1 |
| 10. Explain relational and logical operators using example. | CO3 |
| 11. Explain the function of new and delete. | CO3 |
| 12. Explain about assignment operator. | CO3 |
| 13. Define Inheritance? What is the need of inheritance? | CO3 |
| 14. Explain about base class and derived class. | CO3 |
| 15. Explain the constructor in base & derived class. How it work. | CO3 |
| 16. What are the types of inheritance? Explain it. | CO3 |
| 17. Define Polymorphism. | CO4 |
| 18. Write the difference between Static Binding and Dynamic Binding. | CO4 |

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| 19. Explain the need of Virtual function. | CO4 |
| 20. Explain about abstract classes. | CO4 |
| 21. What is pure virtual function? Explain it. | CO4 |
| 22. What are the error handling Techniques? | CO4 |
| 23. What is exception handling? | CO4 |
| 24. Write a program in C++ to find the roots of quadratic equations using nested if else structure. | CO4 |
| 25. Write a Menu driven program in C++ to calculate Area of circle, rectangle and triangle by using switch case structure. | CO2 |
| 26. Write a program in C++ to arrange the values in ascending order. | CO2 |
| 27. Write a program in C++ to Create a Database using array of structures and perform following operations on it: | CO3 |
| i. Create Database ii. Display Database iii. Add record iv. Search record | CO3 |
| v. Modify record vi. Delete record | |
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| **Unit5 & 6** | |
| **Templates:** | |
| 1. What is Template? | CO5 |
| 2. How to write syntax of template. | CO5 |
| 3. Write a simple program using template. | CO5 |
| 4. How many types of templates are there in c++. Write its name. | CO5 |
| 5. What is function template. | CO5 |
| 6. What is meant by template parameter. | CO5 |
| 7. Which keyword can be used in template. | CO5 |
| 8. Write syntax for class template for multiple parameters. | CO5 |
| 9. Elaborate non-type template Arguments. | CO5 |

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| 10. What is generic programming? How it is implemented in c++ | CO5 |
| 11. Template can be considered as a kind of macro, then what is the difference between them | CO5 |
| 12. Distingush between overloaded function and functions template. | CO5 |
| 13. Jystify, A class is known as parameterized class. | CO5 |
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| **File Handling** | |
| 1. Explain File Handling concept. | CO6 |
| 2. Write the method for open and close file.(for ans:refrer: https://www.edureka.co/blog/file-handling-in-cpp/) | CO6 |
| 3. Write the default open modes. | CO6 |
| 4. Write a program for opening /creating file using open() function. | CO6 |
| 5. Why file handling is important in c++ programming. | CO6 |