**Assignment**

**Unit 1**

Q 1 Explain the procedural, structured and oops paradigm in detail with examples.

Q 2 what is object oriented programming? Explain the features of OOP.

Q 3 Why C++ is better than C?Also explain the C++ Variables and C++ Scope Resolution operator by the example of a Program.

Q 4. Explain Data abstraction and data encapsulation

Q 5.Explain Inheritance and polymorphism

**Unit 2**

Q 1 How we can define a function inline, what are the benefits of this methodology?

Q 2 Define a class to represent a bank account including the following members: -

Data members

a. Name of the depositors

b. Account number

c. Type of account

d. Balance amount in the account

Member function

- To assign initial values

* To deposit an amount
* To withdraw an amount after checking the balance
* To display the name and balance
* WAP to demonstrate the concept of Friend Function

Q 3 what is Constructor and destructor? Explain various type of Constructor. Is it Mandatory to use

Constructor in a class. Justify it.

Q 4 what is mean by the following terms?

(a) Constructor Overloading

(b) Array of Object

Give a typical example to use of each of them .

Q 5 (b) What is Friend Function? Write a program .