Name the Calling conventions in C++.

In which Calling convention calle clears the stack.

Which Calling convention performs the best?

Which are the Naming Conventions in C++.

How do prevent Name mangling in C++.

Template functions or Overloaded functions, which of it generate lesser image size.

Is Pass by ref better by performance compared to Pass by pointer?

If a class has a constructor, is it required to have a destructor?