**UNIT-II**

**(2 & 3 Marks questions)**

1. Define template. Give example?
2. What is meant by static and dynamic allocation?
3. Write two advantages of activation records?
4. Write three features of object-oriented programming languages?
5. Define dynamic binding?
6. Explain type equivalence and type compatibility?
7. Define public, private and protected members?
8. Write the rule for conditional statements?
9. Define constructor and destructor?
10. Explain iteration control structure?
11. Give example for arrays, records with syntax?
12. Define records, unions and pointers?
13. What is Boolean expression?
14. Define relational expression?
15. Define stack dynamic?
16. Define keyword & reserword?
17. Define static binding?
18. What is type coercion?
19. What is static length string?
20. Explain string operations?
21. Define binding?
22. Define name type compatibility?
23. Define scope?
24. Define static scope?
25. Define dynamic scope?

**(5-Marks questions)**

1. What are design issues of character string types?
2. Define a class stack and explain PUSH and POP operations?
3. Explain the usage if activation records?
4. Write short notes on :

a) Sequencing b) Selection c) Iteration

1. What are “with” statements? Give an example?
2. Explain equality testing and assignment?
3. Describe how to construct an EBNF grammar from a syntax tree?
4. Explain the context free grammar with example?