

CS-212: Advanced Programming Technique-I
Assignment-1
Topics: Functions in C++, OOP Concepts, Class-Objects

(*)

Sr.		Question/Task
1.	*	List advantages of function prototypes in C++. Explain concept of default argument using appropriate example (use realistic example).
2.		Explain various usages of the keyword 'const'. Mention appropriate examples.
3.	*	What is function overloading? Explain in detail using suitable example.
4.	*	What is reference variable? How is it different from ordinary variable? Explain Pass-by-reference and return-by-reference.
5.	*	Explain inline function. How does it differ from preprocessor macro?
	*	Write differences between: pass by value, pass by pointer and pass by reference.
6.		State true or false with reason:
a.		A function can return a value by reference.
b.		When arguments are passed by value, the function works with the original (actual) arguments in the calling function.
c.		When a function returns a reference, a value can be assigned to the entire function call.
7.		Find errors (if any), in the following function prototypes:
a.		float average(x,y);
b.		float average(int x,y);
c.		float average(...);
d.		float average(float data[], size = 10);
8.	*	List limitations of structured programming. Explain OOP. Explain how OOP helps to overcome the limitations of procedural programming.
9.	*	Explain OOP concepts.
		Will be updated soon..