Q1: internally how inline functions and normal functions work during compile time.

A screenshot of a computer program

Description automatically generated

Q2: basic class demonstration with constructors   
parameter constructors  
#include <iostream>

using namespace std;

class add{

public:

int num1;int num2;

add(){

num1=0;

num2=0;

}

add(int n1, int n2): num1(n1), num2(n2){}

int addfunc(int num1 ,int num2){

return num1+num2;

}

int addfunc1(){

return num1+num2;

}

};

int main(){

add obj1(1,2);

int result = obj1.addfunc1();

cout<<"addition is: "<<obj1.addfunc1()<<endl;

return 0;

}

output:

**addition is: 3**

q3: string class demonstration