

Question Paper: CPP Test

1. What is the difference between `struct` and `class` in C++? How does the default access specifier differ in each?
2. Explain the purpose of the `const` keyword in C++. Give a brief example of its use.
3. What is the difference between pass by value, pass by reference, and pass by pointer in C++?
4. What are inline functions? Why are they used?
5. What is operator overloading in C++? Give a simple example of an operator that can be overloaded.
6. What are namespaces in C++? Why are they used?
7. Explain the difference between `new` and `malloc` in C++.
8. What is the standard template library (STL) in C++? Give an example of one of its components.
9. What is the purpose of exception handling in C++? Provide a simple code snippet using `try`, `catch` to illustrate.
10. Which keyword is used to define a constant value in C?