

UNIT-II OBJECT ORIENTED PROGRAMMING CONCEPTS

PART-A

- 1.What is String iterator?
2. Define String Constructor.
- 3.List the String Errors.
- 4.Define Copy Constructor.
- 5.Define Polymorphism
- 6.List the types of polymorphism.
- 7.What is function overloading?
- 8.Define operator overloading.
- 9.List the operator cannot overload in C++.
- 10.List the Advantage and disadvantage of operator overloading.
- 11.How we achieve dynamic memory allocation in C++?
- 12.What is nested Class?
- 13.Define inheritance.
- 14.List the types of inheritance.
- 15.Difference between multi level and multiple inheritance.
- 16.Define Virtual Function.
- 17.Define pure Virtual function.
- 18.What is Virtual table.?
- 19.What is Virtual Destructor?
- 20.How to implement default argument with Virtual function.

PART-B

- 1.Explain briefly about Copy Constructor with example program in C++.
- 2.Explain briefly about Inheritance with example program in C++.
- 3.Explain about the function overloading with suitable example program in C++.
- 4.Explain the syntax of operator overloading.How many arguments are needed in the definition of an overloaded binary operator with and without friend function and give example
- 5.Explain about the operator overloading through friend function with example program.
- 6.Write a C++ program to add two complex number using operators overloading.
- 7.Explain about nested class with suitable example.
- 8.Explain briefly about virtual function with suitable example program