

UNIT-III C++ Programming Advanced Features

PART-A

1. Define Abstract class.
2. Define Exception Handling.
3. Define STL
4. List the types of STL components.
5. What is Container and its types.
6. What are the advantages of using container.
7. Difference between sequence and sorted associative container.
8. What is iterator.
9. What is the use of allocator.
10. What is meant by adaptors container? give Example.
11. Define template.
12. List the types of Template.
13. What are the advantages of Template.
14. What is parameterized class.
15. List the various file modes in the C++
16. What is file pointer.?
17. Give a syntax reading a binary file.
18. Give a syntax for writing a binary file.
19. List the types to open the binary file.
20. List the types to close the binary file.

PART-B

1. Explain the Exceptional handling with suitable diagram and example.
2. Explain briefly about template concepts.

3. Explain briefly about File Handling in C++.
4. Write a C++ program to implement linked list concept using template.
5. Explain about Iterator with suitable example.
6. Explain about function adapters with suitable example.
7. Explain about allocator with suitable example.
8. Write a C++ program to sort the data using template. 9. Define a template class stack and implement all possible functionality of a stack.
10. Write a program to implement a Random Access File.