

Question Bank

UNIT 1: Introduction to C++

1.	What is Procedure-oriented Programming System? Dec – 2005
2.	What is Object-oriented Programming System? June – 2006
3.	Explain the console I/O functions supported by C++. Dec-2008
4.	What is reference variable? Explain it with an example. Dec-2009
5.	How does a reference variable differ from pointer variable? June-2010
6.	Explain the concept of function overloading with an example. Dec-2010
7.	What are inline functions? What are its benefits? June-2011
8.	Write a program to find average of n numbers using inline function. Dec-2011

UNIT 2: Class and Objects - I

1	How does a class differ from a structure? Jan-2006
2	Explain the structure of a C++ class. July-2006
3	What is an object? July-2006
4	What is the use of scope resolution operator? Explain with an example. Jan-2007
5	Explain the various access specifiers available in C++. July-2007
6	Write a brief note on this pointer. July-2007
7	What is a mutable data member? How it differs from static data member. Jan-2008
8	What are inline functions? Explain the different function can be made inline. July-08
9	What are friend functions? Explain July-08
10	What is the use of declaring a class as a friend of another. Jan-09
11	What are static member functions? What is the use of it? Jan-09
12	Why should the static data members be explicitly declared outside the class? June-10
13	What are name spaces? Explain how name spaces enable C++ programming to prevent pollution of global namespaces. June-10
14	What is a nested class? Explain with example Dec-11

UNIT 3: Classes and Objects -II

1.	Explain how dynamic memory allocation done in C++? Jan-2005
2.	Explain new operator? Jul-2005
3.	Explain delete operator Jul-2005
4	What us a constructor? List the different types of constructors available un C++. Jan-06
5	How do we unale a construction function? Explain with an example. Jul-06
6	Write short notes on. a) Copy construction. b) B) Parameterized construction. July-06
7	Describe the importance of destructors with an example. Jan-2007
8	Can constructors be overloaded? If yes, explain with an example. Jul-07
9	What is friend function? Why is it needed? Jul-07
10	Demonstrate with a program to [ass object as argument Dec-04
11	How are dynamic objects created? What is the use? Jul-05
12	Write a program to show the application of copy constructor Jul-05
13	How is operator overloading achieved? Show with an example. Dec-05
14	By overloading + , add two complex numbers. Jul-06
15	What is operator overloading? Jul-07
16	Explain the syntax for overloading operators using. i) Member function ii) Friend function Dec-08
17	How does the computer interpret the operator overloading function? Jun-09
18	List some circumstance where is operator overloading is mandatory. Jun-10
19	Explain some of the rules to be followed while overloading operator. Dec-10
20	Explain how increment & decrement operators are overloading in C++. Jun-11
21	How are arithmetic operators overloading using? i) Member function ii) Friend function Dec-11
22	Explain the overloading of ass operator. Jul-12
23	Write short notes on i) Overloading new operator ii) Overloading delete operator Jul-12
24	Explain how the values of () fundamental types converted to class type. Dec-11
25	List & explain the four new style cast operators provided by C++ for typecasting. Dec-05
26	Explain the typed operator of C++. Jan-06

UNIT 4: Inheritance - I

1.	What is inheritance? Jan-06,Dec-08, Jul-10
2.	In what ways does inheritance affects the size and behavior of derived class abject. Dec-09
3.	How can the members of base class be accessed in derived class? Jan-05
4.	Can a derived class pointer point to a base class? Jul-07
5.	How can a derived class pointer forcibly made to point at an object of derived class? Jan-04
6.	What do you mean by function over riding of derived class? Dec-06
7.	What are different of inheritance? That is available in C++? Dec-05,07, Jan-09
8.	What is multiple inheritances? What kind of ambiguities does a multiple inheritances lead to? How can they be removed? Jul-09
9.	Write short notes on. a) Multi-level inheritance b) Hybrid level inheritance Dec-11
10.	In which order are the constructors and destructors called when an object of derived class is created? Jul-12

UNIT 5: Inheritance - II

1.	What is a virtual function? Jul-08
2.	Explain how dynamic (runtime) poly morphism is achieved using virtual functions. Jan-10
3.	When do we make a virtual function 'Pure'? Jul-10
4.	What is a pure virtual function? Explain with an example. Dec-11
5.	How does the compiler resolve a call to a virtual function? Jul-12

UNIT 6: Virtual Functions and Polymorphism

1.	What is a stream? Explain with a neat diagram the C++ class hierarchy for stream handling. Jan-06
2.	Explain text made & binary made LIP w.r.t to i) Character data ii) Numeric data Dec-07
3.	Different between text files & binary file. Jul-06
4.	Explain the various functions available for text ILO in C++. Dec-09
5.	Explain the read () and write () function. Jun-07
6.	Explain the Open () function along with the various modes supported by it. Dec-10
7.	What is a file pointer? How can the file pointers can be explicitly manipulators. Jul-08
8.	Write a short notes on

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	i) SeekP() ii) tellP() iii) Seekg() iv) tellp() Dec-07
9.	How can a file be opened for both reading & writings? Dec-08
10.	What is the difference between opening a file using the constructor of stream class and open () function. Jul-12
11.	Explain with an example, how a file be randomly accessed C++. Jul-09
12.	Write short note on i) eof() ii) fail() iii) bad() iv) Clear(). Jan-10
13.	Explain with suitable examples the pre-defined manipulators available in C++ Dec-11

UNIT 7: Stream Handling Contd.

1.	What is a function template? Explain with its syntax. Dec-10
2.	WAP to swap two numbers using template. Jul-11
3.	What is a class template? Explain with an example. Dec-11
4.	Write a brief on STL. Jul-12
5.	What a list class? Explain the various functions available this class. Dec-07
6.	Write short notes on i) Vector class ii) Pair class iii) Map class iv) Set class Jul-08
7.	How does multi class and multiuse class differ from map class and set class respectively? Dec-10

UNIT 8: Exception handling, STL

1.	Give a situation where exception handling is applied. Jul-06
2.	Define exception. Dec-06
3.	What are the options to handle an exception. Dec-07
4.	Write a program to show exception handling. Jun-08
5.	Define and brief on STL. Dec-11
6.	What are containers? Give its application. Jul-07
7.	Give the usage of vectors. Dec-09
8.	Define list. Write a program to construct a list with various options. Jul-12