

Assignment 1

Q.A. Answer the following questions in ONE or TWO lines :

1. State any two advantages of OOP.
2. Write any two differences between object oriented and procedure oriented programming languages.
3. State any two applications of OOP.
4. What is data abstraction.
5. What is polymorphism ?
6. What is late binding.
7. Which are the types of polymorphism ?
8. What is inheritance.
9. What is encapsulation.
10. List any two limitations of Procedure oriented languages.
11. Which stream is used to input values to variables in the program?
12. Define the term class.
13. What is the difference between a structure and a class in C++ ?
14. Define the term object ?
15. What is the use of :: operator ?
16. What is the difference between pointer and reference variable ?
17. What is namespace ? Why namespace is used ?

Q.B. Answer the following questions :

1. Write short note on “this” pointer.
2. Explain the concept of array of objects with example.
3. Explain scope resolution operator with uses and example.
4. Explain dynamic memory management operators in C++ with example.
5. Write a C++ program to illustrate the concept of nesting of classes.
6. Write a short note on reference variables.
7. Give the general format of class and state the significance of private , public and protected access specifiers.
8. Write the definition for a class called Rectangle that has floating point data members length and width.

The class has the following member functions :

- void setLength(float); - To set the length data member
- void setWidth(float); - To set the width data member
- float Perimeter() ; - To calculate & return the perimeter of the rectangle
- float area(); - To calculate & return the area of rectangle
- void show() - To display the length & width of the rectangle.

Write main function to create two rectangle objects and display each rectangle's area and perimeter.