

SHORT QUESTIONS

1. Differentiate between structure and class.
2. How scope resolution operator used in different ways in object oriented programming?
3. Explain the significance of 'this' pointer.
4. How the constructor is called in multilevel inheritance? Explain it with example.
5. List out the operators where friend cannot be used.
6. What is stack? Explain significance of TOP pointer in stack.
7. Explain difference between simple queue and circular queue.
8. What is recursion? Give example of it.
9. Convert Infix to Postfix: $A * (B - C * D) + E / F$.
10. List out the operators that cannot be overloaded.
11. What is the difference between private and protected visibility mode?
12. What is static binding?
13. What is the advantage of new operator over malloc()?
14. What is data structure? Differentiate between linear and non-linear data structure.
15. What is stack? List out application of stack.
16. Write a condition for circular queue overflow.
17. What is top pointer in stack? What is its significance?
18. Differentiate between overloading and overriding.

LONG QUESTIONS

1. Explain copy constructor with proper example.
2. Explain any three concepts of object oriented programming in detail.
3. Explain the concept of default argument with an example.
4. Explain in detail the concept of friend function.
5. What is operator overloading? Write different rules to overload operators. Also, explain operator overloading with an example.
6. Explain Hybrid Inheritance and how we can remove the ambiguity occurred while implementing hybrid inheritance.
7. Explain Circular Queue with proper example. Discuss advantages of Circular Queue over simple queue.
8. Write an algorithm to insert and delete element in a stack.
9. Explain input and output restricted queue with proper example.
10. Write an algorithm to convert infix expression into postfix form.
11. What are constructor and destructor? Explain copy and parameterized constructor with an example.
12. Write a note on different access modifiers in C++.
13. What is Object Oriented Programming? Write the difference between OOP and POP.
14. Explain Run time polymorphism with an example.
15. Differentiate between overloading and overriding.
16. Explain Tower of Hanoi as application of stack.
17. Explain Inheritance and its types in detail.
18. What is Queue? Explain different types of queue in detailed.
19. Explain concepts of Class and Objects.
20. Explain concepts and use of Enum.
21. Explain Data abstraction with example.
22. Explain Virtual and Pure Virtual function with example.