

End semester viva questions

CLASS: Class is referred to as the designing of the user-defined data type. It reflects the different entities, attributes, and actions.

ENCAPSULATION: It is the process of binding data and functions in a class. It is applied to prevent direct access to the data for security reasons.

ABSTRACTION: An abstraction in C++ is hiding the internal implementation and displaying only the required details.

SCOPE RESOLUTION: Function when declared outside class.

namespace is used for resolving the name conflict of the identifier, which is accomplished by placing them under various namespaces.

INHERITANCE: C++ allows classes to inherit some of the commonly used state and behaviour from other classes.

ACCESS SPECIFIER: An access specifier offers how it is possible to define how the class members will be accessed outside the class's scope.

INLINE FUNCTION: In order to reduce the function call overhead, c++ offers inline functions. As soon as inline function is called the whole code of the same gets either inserted or substituted at the particular point of the inline function call.

Inline return-type function-name(parameters)

FRIEND CLASS: When there is a need for allowing a particular class to access private or protected members of a class then friend class is used.

Function overloading allows two or more functions with different type and number of parameters to have the same name

Operator overloading allows for redefining the way an operator works for user-defined types.

Destructor is the member function of the class. It has the same name as the class name and also prefixed with a tilde symbol.

the static keyword, a static member is allocated storage, in the static storage area, only once during the program lifetime.

A member function that initializes an object using another object of the same class is known as a copy constructor

A default constructor is a constructor that either has no parameters, or if it has parameters, all the parameters have default values.

scope of a variable is defined as the extent of the program code within which the variable can be accessed or declared or worked with. There are mainly two types of variable scopes:

Local Variables: Variables defined within a function or block are said to be local to those functions.

Global Variables: Global Variables can be accessed from any part of the program.

In C++, We can have more than one constructor in a class with same name, as long as each has a different list of arguments. This concept is known as Constructor Overloading