

Q.3. **Answer the following. (Solve any 5)** (10)

1. What static and dynamic binding
2. Define Abstract classes.
3. How exceptions are handled in C++?
4. When destructor is called?
5. What is inline function?
6. How to allocate and deallocate memory in c++?

Q. 4. **Answer the following in detail. (Solve any 6)** (30)

1. What is copy constructor, Explain with example
2. Explain function with default arguments in C++ with example?
3. What is a Friend class, explain with example.
4. What are the rules for virtual functions
5. Explain File streams in C++
6. Explain 'this' pointer with example.
7. Explain feature of Object oriented programming. How it is different than procedure oriented programming

Q. 5. **Answer the following in detail. (Solve any 1)** (10)

1. Explain the different types of inheritances with example in C++.
2. Explain with example access specifier in object oriented programming.
