

CHAPTER - 1 of C++

1. why do we need preprocessor directive #include <iostream.h>
2. what is procedure oriented programming? what are its main advantages.
3. what is object oriented programming ? how is it different from procedure oriented programming.
4. what are unique advantages of object oriented Programming paradigm.
5. distinguish between following terms
 - a objects and classes
 - b abstraction and encapsulation
 - c inheritance polymorphism
 - d dynamic binding and message passing
 - e what are applications of object oriented programming.
1. What are advantages of prototypes in C ++.
2. Describe the different styles of writing prototype.
3. what is main advantage of passing arguments reference.
4. How does the inline function differ from preprocessor macro.
5. Write a program using inline function for calculating cube of given number.
6. what do you mean by overloading of a function.
7. write a program to read Matrix of size 3 x 3 and print it.
8. write a program using function to calculate factorial of given number.
9. write a program to find the prime numbers from 1 to 100.
10. what is class define the structure of class.
11. what are objects? how they are created.
12. How member functions of the class declare and defined.
13. what is static member? how to declare them.
14. what is friend function and write a program using friend function.
15. write a program using class