**Internal Assignment**

 **Set- Ist**

**1 (a). What is identifier and how they are created in C++ and specify their naming Conventions**.

**Ans.** Identifiers are used to define a name. They are mostly used to name variables (ex: array, structure), functions, class etc. Every language uses its own rules for naming the identifiers. In C++, identifiers can be named according to the following rules:

* Only alphabets, digits, characters and underscores are permitted.
* A name cannot start with a digit.
* An

**1(b). Describe the object-oriented programming features of C++?**

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**Ans**. C++ is a general-purpose Object Oriented Programming (OOP) language. C++ includes features of object-oriented programming as well as conventional procedural programming. The major aim of developing object oriented programming language is to remove some of the flaws

encountered in programming a language of procedural approach. Object- Oriented Programming enables one to put data and functions in one container. This container is referred to as an object. An object

**2. What is Operator overloading? Write a C++ program illustrating overloading ++ operator?**

**Ans.** Operator overloading is a manner in which OO systems allow the same operator name or symbol to be used for multiple operations. That is, it allows the operator symbol or name to be bound to more than one implementation of the operator. A simple example of this is the “+” sign.

In an

**3(A) Illustrate types of Inheritance?**

**Ans**: **Five types of inheritance:**

* Single Inheritance
* Multiple Inheritance
* Multilevel Inheritance
* Hierarchical Inheritance
* Hybrid Inheritance

**1) Single Inheritance:**

* In single inheritance, a class derives from one base class only. This means that there is only one

**3(B). What is a constructor? Write the syntax of declaring the constructor?**

**Ans**. A constructor initializes an object when it is created. It has the same name as its class and is syntactically similar to a method. However, constructors have no explicit return type.

Typically, you will use a constructor to give initial values to the instance variables defined by the class, or to perform

 **Set- 2nd**

**4(A). Explain the exception handling mechanism in C++?**

**Ans.** An exception is a problem that arises during the execution of a program. A C++ exception is a response to an exceptional circumstance that arises while a program is running, such as an attempt to divide by zero.

Exceptions provide a

**5. What is Template? What is the need of Template? Declare a Template class?**

**Ans.** A template is a form, mold, or pattern used as a guide to making something. Here are some examples: A ruler is a template when used to draw a straight line. A document in which the standard opening and closing parts are already filled in is a template that you can copy and then fill in the variable

**6(A). What is a file mode? Describe the various file mode options available?**

**Ans.** File Modes. A file can be opened in one of four modes. The mode determines where the file is positioned when opened, and what functions are allowed. After you close a file, you can reopen the file in a different mode, depending on what you are doing. For example, you can create a file in create mode.