M.K Institute of Computer Studies,Bharuch

BCA – 2 (Semester III)

SUB :- OOPS

Short Questions

1. What is static/early binding ?
2. What is dynamic binding ?
3. How does a constant defined by **const** differ from the constant defined by the preprocessor statement **#define** ?
4. What is the application of scope resolution operator(::) in C++ ?
5. How does a main() function in C++ differ from main() in C ?
6. What is difference between 'delete a' and 'delete []a' ?
7. What are the applications of void data type in C++ ?
8. What do you mean by dynamic initialization of variable ? give an example.
9. What is reference variable ? What is it's major use ?
10. When will you make function inline ? What are the merits and Demerits of it ?
11. Give any two operators that are overloaded inbuilt.
12. What is the default return type of main() in C++ ?
13. What is the output of the following :

    ```
    Void main()
    {
            int k= 125;
            cout<<sizeof(k)<<endl;
            cout<<sizeof('k');
    }
    ```

Long Questions

1. What is OOP ? How it is differ from POP ?
2. State the advantages of OOP compare to POP .
3. List memory management operators.Point out reasons why using new is better idea than using malloc() ?

    OR

    Define term NEW . Discuss advantages of NEW over MALLOC.
4. List out basic concepts of OOP. Explain any two in brief.
5. What do you mean by function overloading ? when do we use this concept ?Explain with an example.