

- 1 a. What are reference types? The bool type and enumeration data types with examples and describe its usage.
- b. What are new and delete expression? Give examples.
- c. Define scope of resolution operator with an example and its related use.
- 2 a. What are inline member functions and recursive functions? Give examples.
- b. Define scope and lifetime, global objects and local objects.
- c. Discuss the three steps involved in the function over load resolution with an illustration.
- 3 a. What are the generic functions? Explain how do you overload a function template with an example.
- b. Write a program to conduct a generic sort using class template.
- 4 a. What is static data member and static member functions? What are its merits and demerits? Give examples.
- b. Bring out the differences between c++ structure and c++ class.
- c. Explain the concept of pointers to objects with an example.
- 5 a. Discuss with examples constructors and destructors in c++. What is the order of execution?
- b. What are the needs and usage of friend functions? Write a program that has overloaded operator to illustrate multiplication of two matrices.
- 6 a. What are the multiple and multilevel inheritance illustrate with examples?
- b. What are virtual functions? Explain with an example its usage?
- 7 a. write a program that has a class called MATRIX. check the two matrices by using == overloaded operator. perform the following operations:  
if(m1==m2)  
{  
m3=m1+m2  
m4=m1-m2  
}  
where m1,m2,m3 and m4 are MATRIX objects. display the result by overload operator <<.
- b. Discuss the importance of abstract classes. Give examples.
8. Write critical notes on the following
- a. Polymorphism b. Nested classes c. IO streams in c++ d. 'this' pointer in c++