1. What is Procedure Oriented Programming ?
2. What is C++ ?
3. What is a Class ?
4. What is a Constructor ?
5. What does inheritance mean in C++ ?
6. What is a Virtual function ?
7. What is a Stream ?
8. What are the two ways to open a file ?
9. What are the components of STL ?
10. What is a String ?

## SECTION – B (5 X 5 = 25 Marks)

 11(a) What are the main characteristics of Procedure Oriented Programming ?

(or)

 (b) Write down the structure of C++ Program.

 12(a) Write a short note on Private Member function.

(or)

 (b) Explain Copy Constructor.

 13(a) How to define a derived classes ?

(or)

 (b) Explain the Rules for Virtual Functions.

 14(a) Explain: (a) put() (b) getc() (c) getline (d) write()

(or)

 (b) Write a short note on File Mode Parameters.

 15(a) List the five containers supported by the STL.

(or)

 (b) Explain: (i) bool Data type (ii) Wchart Data type.

## SECTION – C (3 X 10= 30 Marks)

 16. Explain the control structures in C++.

17. Explain the Rules for Overloading Operators.

18. What are the different forms of inheritance ? Give an example for each.

19. Write a C++ program to compute sum of the digits until the result in single digit.

20. Explain the classic software development life cycle with flow diagram.