

Question 1(d):

Answer :

Return Statement:

Return statement that instruct a program to repave the subroutine and return back to the return address. The return address is located where subroutine was called. In many programming language return statement is either return or return value, where value is a variable or other information coming back from subroutine. It terminate the execution of the function and transfer the control back to the calling function (or to the operating system if transfer control from main()). It does not need any conditional statement to transfer control between function. It return value for only void function for non void function it may or may not return value.

PROGRAM:

```
1. #include<iostream> 2.
Using namespace std; 3.
4. Class method
5. {
6.
7. Public:
8. Method()
9. {
10.
11. Cout<<" constructor \n";
12.
13. }
14. ~Method()
15. { 16.
17. Cout<<"Destructor \n";
18. } 19.
20. };
21. Int main()
22. {
23. Method m();
24. Return 0; 25. }
26.
27.
```

Question 1(b):

Answer :

Difference Between Class and Object :

### Inheritance:

A programming technique that is used to reuse an existing class to build a new class is known as Inheritance. The new class inherits all the behavior of the original class.

#### Base class:

The existing class that is reused to create a new class is called Parent class or base class.

#### Derived class:

The new class that inherits the properties and functions of the existing class is known as Derived class or child class.

Inheritance is the most powerful feature of object oriented programming. The basic principle of inheritance is that each subclass shares common properties with the class from which it is derived.

#### Types:

1. Single Inheritance
2. Multiple Inheritance
3. Hierarchical Inheritance
4. Virtual Inheritance

##### 1. Reuseability:

Inheritance allows the developers to reuse the existing code in many situations. A class is created once and can be reused again and again to create many subclasses.

##### 2. Saves Time And Efforts:

Inheritance saves a lot of time and effort to write the same classes again. The reusability of existing classes allows the program to work only on new classes.

##### 3. Increase Program Structure And Reliability:

A base class is already compiled and tested properly. This class can be used in a new application without compiling it again. The use of existing class helps to reduce effort of writing large numbers of statements.

#### Program:

1. #include <iostream>

2. using namespace std;

3. class display A

{

Public:

```

14. person(int a)
15. {
16. Age=a
17. }
18.
19. Int getage()
20. {
21. return age;
22. }
23. };
24. Int main()
25. {
26. Person person1, person2(45);
27.
28. cout<<"person1"<<person.getage(); 29.
cout<<"person2 age"<<person.getage();
30.
31. return 0;
32. }

```

Explanation:

As above there are two constructors `person()` and `person(int a)`. These constructors have same names as a class name but are differentiated by giving different numbers of arguments.

The constructor `person()` has no argument, so is called when no argument is passed to the object and `person(int a)` is called when passed value to the object (i.e. `person2(45)`) in this example.

Question 6:

Answer :

Object Oriented Programming:

Object oriented Programming (OOPs) is a technique in which programs are written on the basis of objects and are associated with other concepts like class, inheritance, encapsulation, abstraction, and polymorphism. Object oriented programming is easier to understand, learn, and modify. C++ and Java are the most popular object oriented programming.

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| <p><u><b>Program:</b></u></p> <pre>#include&lt;iostream&gt; Using namespace std; Void max (int a,int b) Void main() { Int X,Y; Cout&lt;&lt;"enter two numbers"; Cin&gt;&gt;X&gt;&gt;Y; Max(X,Y); getch();  } Void max(int a ,int b) { if(a&gt;b) cout&lt;&lt;"maximum number is"&lt;&lt;a; else cout&lt;&lt;"maximum number is"&lt;&lt;b; }</pre> | <p><u><b>Program:</b></u></p> <pre>#include&lt;iostream&gt; Using namespace std; Void show (void) Void main() { Show(); getch(); } Void show() { Cout&lt;&lt;"c++ programming"&lt;&lt;endl; }</pre> |
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