NEW TRENDS ON THE INTERNET

1. FILL IN THE BLANKS:-

1) YouTube.com help us to _____ videos. 2)_____ is the latest version of the World Wide Web 3)_____ website helps us to create albums.4)_____._____.com website enables cloud storage and synchronization.5) Google _____ provides the route information .

2. STATE TRUE OR FALSE:-

1)englishbaby.com is a specialized educational social networking websites.____2)Through vimco.com website we share videos with other people.____ 3) To create albums we use clickr.com.____ 4)Modern Blog started as online documents.____ 5)We cannot create an online copy of a document by using cloud computing.____ 6)The term Cyber bulling is used in internet to bully others.___ 7)'miki.com' is a website that allows several contributors to add , edit or modify contents._____ 8) Blogs does not gives us the provision to share the information and ideas and allow others to comment on them._____

3. CORRECT THE UNDERLINE ERRORS:-

1)A wiki have a defined structure.2)Modern blog started as offline diaries.3)Google maps provides accurate travel times .4)Google maps provides accurate travel times .5)delicious.com is a social networking websites.

4. ONE WORD ANSWER:-

1) Which version of the World Wide Web enables you to be an active participant? 2) Which term is used in internet to track the activities of other people? 3) Where can we find the detailed information on different topics in internet? 4) Which term is used in Internet to bully others in internet? 5) Which websites enables cloud storage and synchronization? 6) What is the source of cyber stalking? 7) Which websites helps us to share videos? 8) How does YouTube.com help us? 9) How does picasaweb.com help us?

5. DEFINE THE TERMS:-

1)Web 2.0. 2)Wiki 3)Blog 4)Online Encyclopedia 5)Social Networking Website 6)Social Bookmarking 7)Cloud computing 8)Smartphone/Tablet 9)Cyberbullying10)Cyberstalking.

6.DIFFERENTIATE BETWEEN:-

1)Wiki & Online Encyclopedias 2) Cyberbulling & Cyberstalking 3)Social Networking Websites &Social Bookmarking Websites 4)Smartphone & Tablet 5) Video Sharing Websites & Photo Sharing Websites.

CHAPTER-PROGRAMMING WITH C++

1. FILL IN THE BLANKS:-

a) The _____ operator along with the cout object is used to display a message on the screen.
b) _____ is the valid combination for taking the user input
c) The elements of the array starts from _____ index.
d) The _____ brackets is used to specify the size of the array.
e) The _____ number of elements that the array can hold is equal to arraySize-1.
f) The name of the array does not change with element _____, similar to the variables.
g) Return-type of the _____ and data return through return statement should be the same data types.

2. STATE TRUE OR FALSE:-

a)The \n sequence is used for a new line.
b) conio.h is a header file used for taking console input.
c) The statement cin<<x; is the correct syntax for storing the user input into the variable, x.
d) getch() is used to hold output screen till the user enters some value.
e) The for loop is used for fixed number of executions.
f)The break statement is used to exit the loop.
g)The == operator is used to check for inequality.
h) C++ allows you to define your own function.

3.ONE WORD ANSWER:-

a) The == operator belongs to which category of operators?

b) Which conditional construct is used for checking more than two related conditions?

c) Write a valid loop syntax for seven iterations?

d) Where the task that the function executes is defined?

e) Which indicates the type of value returned by the corresponding function?

f) The value passed to the function at the time of calling are known as ?

g) The function from where the other function is called is known as?

h)The variable used in the functions definition are known as ?

4.CORRECT THE UNDERLINE ERRORS:-

a) == is an **assignment** operator.

b) **if-else** is used to check more than two related conditions.

c) An array **can** store any number of elements irrespective of the array size.

d) array Size must be a **character** constant greater than zero.

e) Valid loop syntax for ten iterations- for(int i=0; **i<7**; i++).

f) Variables in the function definition are called **arguments.**

g) Syntax used to declare an array is:- type   arrayName[**variableSize**]

5.ANSWER THE FOLLOWING QUESTIONS:-

a) What is Function?

b) What is User Defined Function?

c) Write the Syntax of User Define the Function.

d) What is Return Type?

e)What is Function name?

f) What is Parameters?

g) Define Function Call.

h) What is Built in or Library functions.

i) Explain the concept of Array with example, write the syntax to define an array.

j) In an array, if the value of the number of elements is n then what will be the range of Index values.

CHAPTER-BEGINNING WITH OOPS

1.   FILL IN THE BLANKS:-

a) A member function refers to the _____ declared in the class.

b) The variables declared in a _____ are called data members.

c) The _____ members of a class can be accessed from outside the class.

d) The _____ has the same name as that of the class and is used to destroy the objects of the class.

e) A _____ has the same name as that of the class and is used to initialize the object of the class.

f) A destructor is protected by the _____ operator.

g) A constructor can never have a _____ in its declaration.

2.   ONE WORD ANSWER:-

a) What is the correct syntax to access the function of a class using the object of the class?

b) What the function and variables of a class are collectively called?

c) In which section of the class do we declare constructor?

d) What is invoked as soon as the object of the class is created?

3.   CORRECT THE UNDERLINE ERRORS:-

a) A member function refers to the functions declared in the **object**.

b) The variables declared in a class are called **members data** .

c) The **private** members of a class can be accessed from outside the class.

d) The **constructor** has the same name as that of the class and is used to destroy the objects of the class.

e) A **destructor** has the same name as that of the class and is used to initialize the object of the class.

f) A **constructor** is protected by the tilde operator.

g) A constructor **can have** a return type in its declaration.
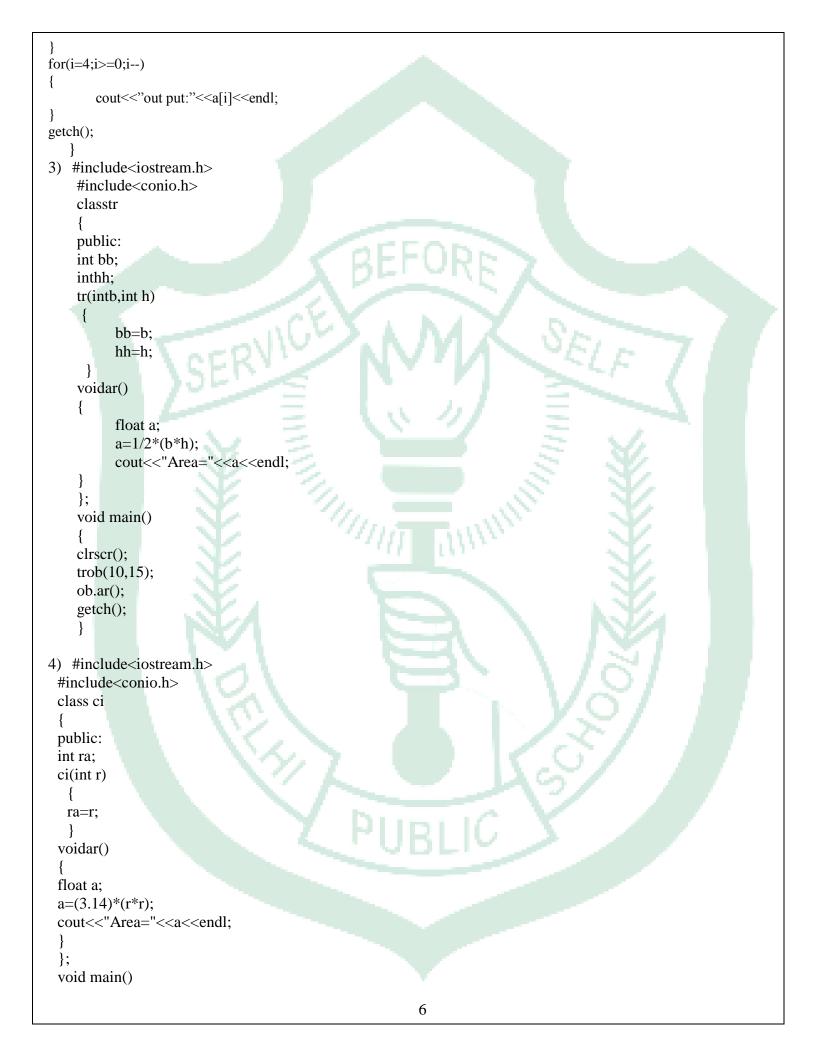
4.   ANSWER THE FOLLOWING QUESTIONS:-

a)   Define Class.

b)   Write the Syntax of Class.

c)   Define Data Member

d)   Define Member Function.

e)   Define Accessspecifier.

f) Define Class Member.
g) If no visibility label is specified in the class, by default what will be the Access Secifier.
h) Differentiate between the Public & Private Visibility modes in a class.
i) Write the Syntax for calling a member function using an object.
j) Write the Syntax to create an object of the class.
k) Why are constructor used?
l) Write the Syntax to define Constructor of a class.
m) When a constructor is called. Or How does an object of a class access the functions of the class?
n) Define Destructor.
o) Write the Syntax of Destructor.

CHAPTER-INHERITANCE AND FUNCTION OVERLOADING

1. FILL IN THE BLANKS:-
a) Function overloading allows us to define the same _____ name with different arguments.
b) Variables used in the _____ class can be accessed in the derived class.
c) Variables used in the base class can be accessed in the _____ class.
d) Two functions with the same name having two int parameters and three int parameters, respectively, forms the
_____ overloading.

2. STATE TRUE OR FALSE:-
a) The base class is known as the Child class.
b) The class that inherits the features of another class is called the derived class.
c) There are three types of visibility modes in C++.
d) Variables used in the base class can be accessed in the derived class.
e) The object of the derived class can be used to call the function of the base class.
f)Two functions with the same name "add" having two int parameters and three int parameters, respectively, they are said to be **variable** overloading.

3. ONE WORD ANSWER:-
a) What controls the availability of the properties of the base class in the derived class?
b) What is the correct syntax to inherit a class?
c) If the child class are History Math and English, what will be the name of the parent class?
d) How many types of visibility modes are there?
e) Two functions with the same name having two int parameters and three int parameters, respectively, what it is said to be?

4. CORRECT THE UNDERLINE ERRORS:-
a) The base class is known as the **Child** class.
b) The class that inherits the features of another class is called the **derived** class.
c) There are **two** types of visibility modes in C++.
d) Two functions with the same name having two int parameters and three int parameters, respectively, forms the **operator** overloading.

5.ANSWER THE FOLLOWING QUESTIONS:-
a) Define Inheritance
b) What happens when a child class publicly inherits a parent class.
c)Write the advantage or use of Inheritance.
d) define the 3 Visibility modes used in Inheritance.
e) Illustrate how a child class inherited from the base class. Or Define each 5 types of Inheritance.
f) Define Function Overloading. Give an example Illustrating its use.
g) Differentiate between Base Class & derived Class.
g) Differentiate between Single inheritance &Multiple Inheritance.
h) Differentiate between Multiple Inheritance & Multilevel Inheritance.
i) Differentiate between Hybrid Inheritance &Hierarchical inheritance.

CHAPTER-USING THE C++LIBRARY

1. FILL IN THE BLANKS:-
a) pow is a library function of _____ library.
b) abs(-7) gives ____ as the output.
c) floor is used to calculate the _____ value of a floating number.

d) A _____ is a collection of pre-defined function.

2. STATE TRUE OR FALSE:-

a) <maths.h> is a c++ library function.
b) ceil is used to calculate the round down value of a floating number.
c) Both, the ceil( ) and floor( ) library functions, give the same output.
d) abs( ) is used to calculate the relative value of an integer.

3. ONE WORD ANSWER:-

a) Why do we use power function?
b) What is the output of the function sqrt(25)?
c) What is the output of the function pow(2,3)?
d) What is defined within the <ctype.h>library ?

4. CORRECT THE UNDERLINE ERRORS:-

a) ciel() is a library function.
b) sqr ( ) library function is used to calculate the square root of a number.
c) The output of the function **abs(-7)** is 8.
d) isuper library function checks if the entered character is in _____ case or not.

5. ANSWER THE FOLLOWING QUESTIONS:-

a) Define Library and Library Function.
b) Why do we need to include Library Functions in the beginning of the program.
c) Define the following library functions-
   I.   ceil( )
  II.   floor( )
 III.   pow( )
 IV.   abs( )
  V.   sqrt( )
d) Discuss the use of <math.h>&<ctype.h> Library.
e) Define the following character Library Functions-
   I.   isupper()
  II.   islower( ).
f) Differentiate between ceil( ) and floor( ) Library functions.
g) Differentiate between sqrt( ) and pow( ) Library functions.

CORRECT THE ERRORS FROM THE FOLLOWING PROGRAMME:-

```
1)      #include<stdio.h>
        #include<conio.h>
        #include<max.h>
        void main();
        {
          double n=400, result;
          res=sqrts(n);
          cout<<"Thr Square Root of "<<n<<" is:"<<result<<endl;
          getch();
        )
1)  #include<iostream.h>
        #include<stdio.h>
        #include<ctype.h>
        void main[ ]
        {
          floaute n=9.9, res;
          result=ceile(9.9);
          Cout<<"Round Up value of 9.9 is-"<<result;
          getch()
        };
```

4

```
2)  #include<ctype.h>
        #include<conio.h>
        #include<math.h>
        void main();
        {
          int base=2,exponent=6, result;
          result=power(base,expect);
        cout<<"Value of 2^6 is:"<<res<<endl;
          getch()
        };


3)  #include<ctype.h>
        #include<stdio.h>
        #include<math.h>
        void main()
        {
          int n=-25, result;

        result=absolute(a);
        cout<<"Absolute value of -25 is-"<<results;
          getch()
        };
```

PREDICT THE OUTPUT OF THE FOLLOWING PROGRAMME

```
1)  #include<iostream.h>
    #include<conio.h>
void main()
  {
        clrscr();
int  a[5]={65,24,48,15,120};
int i;

for(i=0;i<5;i++)
{
        a[i]=a[i]-2+7;
}
for(i=4;i>=0;i--)
{
        cout<<"out put:"<<a[i]<<endl;
}
getch();
}
2)  #include<iostream.h>
    #include<conio.h>
void main()
  {
        clrscr();
int  a[5]={5,10,15,20,25};
int i;

for(i=0;i<5;i++)
{
        a[i]=(a[i]*2)/5;
```

5

```
}
for(i=4;i>=0;i--)
{
        cout<<"out put:"<<a[i]<<endl;
}
getch();
    }
3)  #include<iostream.h>
    #include<conio.h>
    classtr
    {
    public:
    int bb;
    inthh;
    tr(intb,int h)
     {
          bb=b;
          hh=h;
      }
    voidar()
    {
          float a;
          a=1/2*(b*h);
          cout<<"Area="<<a<<endl;

    }
    };
    void main()
    {
    clrscr();
    trob(10,15);
    ob.ar();
    getch();
    }

4)  #include<iostream.h>
  #include<conio.h>
  class ci
  {
  public:
  int ra;
  ci(int r)
    {
    ra=r;
    }
  voidar()
  {
  float a;
  a=(3.14)*(r*r);
  cout<<"Area="<<a<<endl;
  }
  };
  void main()
```

```
{
clrscr();
ciob(10);
ob.ar();
getch();
}
```

QUESTIONS based on class and objects and inheritance

1. Define a class **Book** with the following specification:-

   Private members of class **Book**

bookno	integer
bname	20 character
author	20 character
price_per_unit	float
tot_num_pcs	integer
tot_price	float
ctotal()	a function to calculate price_per_unit * tot_num_pcs with float return type.

   Public member function of class **Book**

   Takedata()   Function to accept values for bookno, bname, author, price_per_unit, tot_num_pcs and invoke ctotal() to calculate tot_price.

   Showdata()   Function to display all the data members on the screen.

   Write main() function to call Takedata() and Showdata() using object of **Book** class.

2. Answer the questions (i) to (x) based on the following:-

   ```
   class Student
   {
           int Rno;
           char Name[20];
           float marks;
           public:
                   Student();
                   void accept();
                   void display();
   };
   class Faculty
   {
           int Fcode;
           char FacName[20];
           public:
                   Faculty();
                   void Enter();
                   void Show();
   ```

```
        };
        class Course: public Student, private Faculty
        {
                int CCode;
                char CName[20];
                char StartDt[8],EndDt[8];
                public:
                        Course();
                        void Commerce();
                        void CDetail();
        };
```

i.   Which type of inheritance is illustrated in the above C++ code?
ii.   Write the names of all the data members, which is/are accessible from member function accept() of class Student.
iii.   Write the names of all the data members, which is/are accessible from member function Show() of class Faculty.
iv.   Write the names of all the data members, which is/are accessible from member function Commerce() of class Course.
v.   Write the member functions, which are accessible from objects of class Student.
vi.   Write the member functions, which are accessible from objects of class Faculty.
vii.   Write the member functions, which are accessible from objects of class Course.
viii. Mention visibility mode of Student class when inherited by Course class.
ix.   Mention visibility mode of Faculty class when inherited by Course class.
x.   Member function Course() function has no return type. Why?

SYLLABUS:-
Chapters Name
1. Chapter 7   :   NEW TRENDS ON THE INTERNET.
2. Chapter 8   :   PROGRAMMING WITH C++.
3. Chapter 9   :   BEGINNING WITH OOPS & CONCEPTS OF CONSTRUCTOR.
4. Chapter 10   :   INHERITANCE & FUNCTION OVERLOADING.
5. Chapter 11   :   USING THE C++ LIBRARY.