

Question 1: Find out error in the code given below:

```
if ( num % 2 = 0 )
cout << "The number is even" << endl;
```

Answer:

if (num % 2 = 0) There should be extra "e;="e; sign following is right statement is "e;if (num % 2 == 0)"e;

Question 2: Give the general syntax of class template.

Answer:

Syntax of class template:

```
template <class T>
class class-name()
{
definition of class
};
```

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Question 3: How a program can use a function?

Answer:

The calling program just needs to write the function name and provide its arguments (without data types). It is important to note that while calling a function, we don't write the return value data type or the data types of arguments.

Question 4: How can we initialize data members of contained object at construction time?

Answer:

Initializer list is used to initialize the contained objects at the construction time.

Question 5: How is the following cout statement interpreted by compiler?

```
cout << a << b << c ;
```

Answer:

It will give a compiler error because a,b,c are not declared.

Question 6: How learning to design programs is like learning to play soccer?

Answer:

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Question 7: How learning to design programs is like play soccer?

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Question 8: After the execution of instruction "RET 2 " increment or decrement

Question 9: Briefly explain CMPS.