

Question 1: Write down HTML and JavaScript code for the following requirements:

Question 2: Write down the algorithm for converting decimal number to binary?

Question 3: How many arguments a Unary Operator take. Can we make a binary operator as unary operator?

Answer:

Unary operator takes only one argument like `i++` or `i-` (Post increment or post decrement operators for integers) or `++i`, `--i` (Pre increment or pre decrement operators for integers) ,we can not make Unary operator as binary or binary as Unary operator. Page. No. 3/15

Question 4: How the data members of a class are initialized with meaningful values?

Question 5: What is the benefit of reference and where can we use it?

Answer:

In references we give the memory address of the object, due to references we pass values without making the copy. Hence, when we have many values & we want efficiency we use references to avoid copy.

Question 6: What is the difference between compiler and interpreter

Answer:

Compiler and interpreter are system software but the difference is that the compiler compiles the whole program but the interpreter is compiled line by line. Compiler is efficient in performance. page 12-13

Question 7: What is the difference between for loop and while loop?

Answer:

When number of iterations known we use for loop otherwise we will use while loop

Question 8: What is the difference between function overloading and operator overloading?

Answer:

Difference b/w function overloading and operator overloading is:

In function overloading, the functions have the same name but differ either by the number of arguments or the type of the arguments.

Operator overloading is to allow the same operator to be bound to more than one implementation, depending on the types of the operands.

Question 9: What is the difference between structure and class?

Answer:

The ONLY DIFFERENCES between classes and structures are

1. classes DEFAULT to having private members. Structures DEFAULT to having public members. These defaults can be changed so classes can be made to work like structures and vice versa.
2. classes DEFAULT to inheriting privately from base classes. Structures DEFAULT to inheriting public from base classes. These defaults can be changed so classes can be made to work like structures and vice versa.