

STL Job Interview Questions And Answers



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STL Interview Questions And Answers Guide.

Question - 1:

WHAT IS THE DIFFERENCE BETWEEN C++ AND VC++?

Ans:

VC++ uses all C++ features. VC++ has GUI and it is user friendly. It has many programming features like Win32, MFC, ATL, ActiveX, DLL's etc.

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Question - 2:

Tell me What is the difference between thread and process?

Ans:

Thread is a smallest unit of process. In process have one or more thread.

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Question - 3:

Write a c++ to define a class box with length, breadth and height as data member and input value(), printvalue() and volume() as member functions?

Ans:

```
#include<iostream.h>
#include<conio.h>
class BOX
{
    private:
        int l,b,h;
    public:
        void input();
        void print();
        long volume(long,int,int);
};
void BOX::input()
{
    cout<<"input values of l,b,&h"<<"
";
    cin>>l>>b>>h;
}
void BOX::print()
{
    cout<<"volume="<<"
";
}
void BOX::volume()
{
    long volume(long l,int b,int h);
    {
        return(l*b*h);
    }
}
void main()
{
    set BOX b1;
    b1.input();
    b1.print();
    b1.volume();
    return;
}
```



```
}
```

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Question - 4:

What is electronic software?

Ans:

it is a device

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Question - 5:

Why & sign is used in copy constructor?

Ans:

To avoid local copy of object reference (&) is used in copy constructor.

Moreover if the & is omitted then copy constructor goes in infinite loop.

eg. if class name is Sample.

Copy constructor without &

Sample :: Sample (Sample s)

```
{  
//Code goes here  
}
```

and we create object as follows. ;

Sample s;

Sample s1(s);

In this scenario program will go in infinite loop.

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Question - 6:

```
#define CUBE(x) (x*x*x)
```

```
main()  
{ int a,b=3;  
a=cube(b++);  
printf("%d %d",a,b);  
}
```

What should be the value of a and b? My calc a=4 but syst a=6 how pls tell me if you know it?

Ans:

27 4 is the output.

the call to the macro sets a = b*b*b with b = 3, 3 cubed is 27 then b is incremented to 4 after the macro call

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Question - 7:

Write a c++ program to create an object of a class called employee containing the employee code name designation basic salary HRA Da gross salary as data 10 such objects "members process "?

Ans:

```
#include<iostream.h>  
#include<conio.h>  
class person  
{  
int person;  
float salery;  
}p;  
cout<<"enter the person name";  
cin>>p.person;  
cout<<"enter the salery";  
cin>>p.salery;  
}  
void main()  
{  
person;  
getch();  
}
```

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Question - 8:

Why we are using the fork command and how it works?

Ans:

In linux fork() system call is used to create a child



process. The Child process inherits some properties of its parent and operates in a separate memory space

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Question - 9:

How to get the sum of two integers?

Ans:

```
#include<stdio.h>
#include<conio.h>
void main()
{
  clrscr();
  int i,j,sum;
  printf("enter two numbers");
  scanf("%d%d",&i,&j);
  sum=i+j;
  printf("sum=%d",sum);
}
```

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Question - 10:

Tell me about c++?

Ans:

c++ is object oriented programming language.. the main function value should return.

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Question - 11:

What is the acronym of the term C.O.M.P.U.T.E.R.?

Ans:

common operater meachine a particular user technical
education research
OR
C - Conventional
O - Organization of
M - Man
P - Power
U - Utilitilised
T - Tachnical
E - Enhancement
R - Resource.

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Question - 12:

What is sorted linked list?

Ans:

linked list means node which is connected each other with a line. it means that each node is connected with another one. Each node of the list hold the referance of the next node.

if we talk about the sorted linked list , it is also a list just like another list. but the differce is only that it hold all the nodes in a sequantial manner either in accending order decending order

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Question - 13:

Explain method overloading?

Ans:

Method overloading is to overload methods using same class name by writing different parameters.This is called Method Overloading.

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Question - 14:

What are you now programming Languages C+?

Ans:

explain some of your real time examples



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Question - 15:

Write a program in C/C++ to implement reader- writer problem?

Ans:

Readers-Writers Problem:

The readers-writers problem is a classic synchronization problem in which two distinct classes of threads exist, reader and writer.

Multiple reader threads can be present in the Database simultaneously. However, the writer threads must

have exclusive access. That is, no other writer thread, nor any reader thread,

may be present in the Database while a given writer thread is present. Note:

the reader/writer thread must call startRead()/startWrite() to enter the

Database and it must call endRead()/endWrite() to exit the Database.

```
class Database extends Object {
```

```
private int numReaders = 0;
```

```
private int numWriters = 0;
```

```
private ConditionVariable OKtoRead = new ConditionVariable
```

```
());
```

```
private ConditionVariable OKtoWrite = new ConditionVariable
```

```
());
```

```
public synchronized void startRead() {
```

```
while (numWriters > 0)
```

```
wait(OKtoRead);
```

```
numReaders++;
```

```
}
```

```
public synchronized void endRead() {
```

```
numReaders--;
```

```
notify(OKtoWrite);
```

```
}
```

```
public synchronized void startWrite() {
```

```
while (numReaders > 0 || numWriters > 0)
```

```
wait(OKtoWrite);
```

```
numWriters++;
```

```
}
```

```
public synchronized void endWrite() {
```

```
numWriters--;
```

```
notify(OKtoWrite);
```

```
notifyAll(OKtoRead);
```

```
}
```

```
class Reader extends Object implements Runnable {
```

```
private Monitor m = null;
```

```
public Reader(Monitor m) {
```

```
this.m = m;
```

```
new Thread(this).start();
```

```
}
```

```
public void run() {
```

```
//do something;
```

```
m.startRead();
```

```
//do some reading...
```

```
m.endRead();
```

```
// do something else for a long time;
```

```
}
```

```
}
```

```
class Writer extends Object implements Runnable {
```

```
private Monitor m = null;
```

```
public Writer(Monitor m) {
```

```
this.m = m;
```

```
new Thread(this).start();
```

```
}
```

```
public void run() {
```

```
//do something;
```

```
m.startWrite();
```

```
//do some writing...
```

```
m.endWrite();
```

```
// do something else for a long time;
```

```
}
```

```
}
```

```
- 2 -
```

```
wait(ConditionVariable cond) {
```

```
put the calling thread on the "wait set" of cond;
```

```
release lock;
```

```
Thread.currentThread.suspend();
```



```
acquire lock;
}
notify(ConditionVariable cond){
choose t from wait set of cond;
t.resume();
}
notifyAll(ConditionVariable cond){
forall t in wait set of cond;
t.resume()
}
```

For the following scenarios, we assume that only one reader thread and one writer thread are running on the processor.

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Question - 16:

Write a program in C++ returning starting locations of a substring using pointers?

Ans:

```
#include<stdio.h>
#include<iostream.h>
int main()
{
char* mystrstr(char*,char*);
char str1[20];
char str2[10];
cout<<"
Enter two strings ";
cin>>str1>>str2;
cout<<"
str1 = "<<str1<<" str2 "<<str2 ;
char* c= mystrstr(str1,str2);
if(c!=NULL)
printf("
c = %s
",c);
return 0;
}
char* mystrstr(char* str1, char* str2)
{
char *cp = (char *) str1;
char *s1, *s2;
if ( !*str2 )
return((char *)str1);
while (*cp)
{
s1 = cp;
s2 = (char *) str2;
while ( *s1 && *s2 && !(*s1-*s2) )
{
s1++;
s2++;
}
if (!*s2)
{
printf("
string found
");
return(cp);
}
cp++;
}
return(NULL);
}
```

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