
TOPIC: DATA HANDLING

1. Why is char often treated as integer data type?
2. What are advantages and disadvantages of floating point numbers over integer?
3. What is a reference variable? What is its usage?
4. How is structure different from an array?
5. How is structure different from a class?
6. What is a variable? How many values are associated with it?
7. In how many ways a variable can be declared in C++?
8. Explain the difference among 0, '0', '\0', "0".
9. What is the impact of access modifier *const* over a variable?