Chapter -2
OBJECT ORIENTED PROGRAMMING

Q1. Give an example of polymorphism.
Ans. Polymorphism (overloading)

Function overloading

If a function name is same and use more than one time with different parameters is called function overloading.

```
void num( )
{
        int a;
        a= 5*10;        }
void num1 (int a)
{
        int b;
        b= a*a;
return;
}
```

At calling time we can also overload the functions

Q2. Write 4 advantages of Object oriented programming.

Ans. Advantages of OOP

1. Re-use of code
2. Based on comprehensive approach
3. Program can be maintained using encapsulation and hiding of data
4. Easy to maintain , cost effective
5. Easy to redesign and easy to extend

Q3. Illustrate the concept of function overloading with the help a function namely Area that return a float type value

Ans. A function name having several definitions that are differentiable by the number of types of their arguments, is known as function overloading.
For example, following code overloads a function area to compute areas of circle, rectangle and triangle.

```
float area (float radius)                    // for computing area of a circle
{
        return 3.14 * radius * radius;
}
flaot area ( float length , float breadth)          // for calculation area
{
        return length * breadth;
}
```