

**Pune Vidyarthi Griha's**  
**COLLEGE OF ENGINEERING, NASHIK – 4**  
**COMPUTER ENGINEERING DEPARTMENT**

**Subject : PPL**

**ASSIGNMENT NO – 03**

**Unit : III**

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1. What are four main programming paradigms? Which programming language are based on these? Explain the features of any one of these.
2. What is Generic Programming? How C++ offers generic programming constructs? Give example.
3. Explain various methods of grouping programming units in Ada. What is advantages of grouping the units?
4. What is the advantages of grouping Units? Explain the constructs in C++ bases on grouping of units.
5. What are generic data structure and generic algorithms? How C++ implements this generic programming constructs? Give example of each.
6. What are challenges for programming in Large? How these are addressed by programming language?
7. State two major differences in class and an interface. “Interface gives multiple inheritance facility just as in C++”. Justify.
8. What is advantage of modularity in software design? How Encapsulation and packaging helps to provide modularity for large programs?
9. Describe interface and implementation?

\*\*\*\*\* **Best of Luck** \*\*\*\*\*