

Std 10 Computer Applications

Q1. Define Constructor? What is its importance?

Q2. Write two similarities and two differences between a constructor and a member function?

Q3. What do you mean by “default” constructor? Give an example?

Q4. Classname Palprime

Instance Variables :

Int x A positive integer.

Member Methods :

Palprime(int y) Parameterised constructor to assign x.

Boolean Pal() Returns true if x is palindrome. Otherwise returns false. A number is
palindrome if its reverse equals the number itself.

Int Prime() Returns 1 if x is prime. Otherwise 0.

Void Display() Checks and prints whether x is PALPRIME (i.e. bothe palindrome as well as
prime) or not.

Write main() to create an object and call the above methods.