

## Std 10 Computer Applications

Q1. Define Aliasing?

Q2. State two differences between Parameterised and non-parameterised constructors?

Q3. **Classname** PalPrime

### **Data Members :**

Int x                      A positive integer.

### **Member Methods :**

PalPrime( int y )        Constructor to assign x.

Int Pal( )                Returns 1 if x is palindrome. Otherwise 0.

Boolean Prime( )        Returns true if x is prime. Otherwise false.

Void Display( )        Checks and prints whether x is Palprime( i.e. both the palindrome as well as prime ) or not.

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