**1. What is OOPS?**
OOPS is abbreviated as Object Oriented Programming system in which programs are considered as a collection of objects. Each object is nothing but an instance of a class.

**2. Write basic concepts of OOPS?**

Following are the concepts of OOPS and are as follows:.
Abstraction.
Encapsulation.
Inheritance.
Polymorphism.

**3. What is a class?**

A class is simply a representation of a type of object. It is the blueprint/ plan/ template that describe the details of an object.

**4. What is an object?**

Object is termed as an instance of a class, and it has its own state, behavior and identity.

**5. What is Encapsulation?**

Encapsulation is an attribute of an object, and it contains all data which is hidden. That hidden data can be restricted to the members of that class.

Levels are Public,Protected, Private, Internal and Protected Internal.

**6. What is Polymorphism?**

Polymorphism is nothing butassigning behavior or value in a subclass to something that was already declared in the main class. Simply, polymorphism takes more than one form.

**7. What is Inheritance?**

Inheritance is a concept where one class shares the structure and behavior defined in another class. Ifinheritance applied on one class is called Single Inheritance, and if it depends on multiple classes, then it is called multiple Inheritance.

**8. What are manipulators?**

Manipulators are the functions which can be used in conjunction with the insertion (<<) and extraction (>>) operators on an object. Examples are endl and setw.

**9. Define a constructor?**

Constructor is a method used to initialize the state of an object, and it gets invoked at the time of object creation. Rules forconstructor are:.
Constructor Name should be same asclass name.
Constructor must have no return type.

**10. Define Destructor?**

Destructor is a method which is automatically called when the object ismade ofscope or destroyed. Destructor name is also same asclass name but with the tilde symbol before the name.

**11. What is Inline function?**

Inline function is a technique used by the compilers and instructs to insert complete body of the function wherever that function is used in the program source code.

**12. What is avirtual function?**

Virtual function is a member function ofclass and its functionality can be overridden in its derived class. This function can be implemented by using a keyword called virtual, and it can be given during function declaration.

Virtual function can be achieved in C++, and it can be achieved in C Languageby using function pointers or pointers to function.

**13. What isfriend function?**

Friend function is a friend of a class that is allowed to access to Public, private or protected data in that same class. If the function is defined outside the class cannot access such information.

Friend can be declared anywhere in the class declaration, and it cannot be affected by access control keywords like private, public or protected.

**14. What is function overloading?**

Function overloading is defined as a normal function, but it has the ability to perform different tasks. It allowscreation of several methods with the same name which differ from each other by type of input and output of the function.

Example
void add(int& a, int& b);
void add(double& a, double& b);
void add(struct bob& a, struct bob& b);

**15. What is operator overloading?**

Operator overloading is a function where different operators are applied and depends on the arguments. Operator,-,\* can be used to pass through the function , and it has their own precedence to execute.

Example:
class complex {
double real, imag;

public:
complex(double r, double i) :
real(r), imag(i) {}
complex operator+(complex a, complex b);
complex operator\*(complex a, complex b);
complex& operator=(complex a, complex b);
}

a=1.2, b=6

**16. What is an abstract class?**

An abstract class is a class which cannot be instantiated. Creation of an object is not possible withabstract class , but it can be inherited. An abstract class can contain only Abstract method.

**17. What is a ternary operator?**

Ternary operator is said to be an operator which takes three arguments. Arguments and results are of different data types , and it is depends on the function. Ternary operator is also called asconditional operator.

**18. What is the use of finalize method?**

Finalize method helps to perform cleanup operations on the resources which are not currently used. Finalize method is protected , and it is accessible only through this class or by a derived class.

**19. What are different types of arguments?**

A parameter is a variable used during the declaration of the function or subroutine and arguments are passed to the function , and it should match with the parameter defined. There are two types of Arguments.
Call by Value – Value passed will get modified only inside the function , and it returns the same value whatever it is passed it into the function.
Call by Reference – Value passed will get modified in both inside and outside the functions and it returns the same or different value.

**20. What is super keyword?**

Super keyword is used to invoke overridden method which overrides one of its superclass methods. This keyword allows to access overridden methods and also to access hidden members of the superclass.

It also forwards a call from a constructor to a constructor in the superclass.

**21. What is method overriding?**

Method overriding is a feature that allows sub class to provide implementation of a method that is already defined in the main class. This will overrides the implementation in the superclass by providing the same method name, same parameter and same return type.

**22. What is an interface?**

An interface is a collection of abstract method. If the class implements an inheritance, and then thereby inherits all the abstract methods of an interface.

**23. What is exception handling?**

Exception is an event that occurs during the execution of a program. Exceptions can be of any type – Run time exception, Error exceptions. Those exceptions are handled properly through exception handling mechanism like try, catch and throw keywords.

**24. What are tokens?**

Token is recognized by a compiler and it cannot be broken down into component elements. Keywords, identifiers, constants, string literals and operators are examples of tokens.

Even punctuation characters are also considered as tokens – Brackets, Commas, Braces and Parentheses.

**25. Difference between overloading and overriding?**

Overloading is static binding whereas Overriding is dynamic binding. Overloading is nothing but the same method with different arguments , and it may or may not return the same value in the same class itself.

Overriding is the same method names with same arguments and return types associates with the class and its child class.

**26. Difference between class and an object?**

An object is an instance of a class. Objects hold any information , but classes don’t have any information. Definition of properties and functions can be done at class and can be used by the object.

Class can have sub-classes, and an object doesn’t have sub-objects.

**27. What is an abstraction?**

Abstraction is a good feature of OOPS , and it shows only the necessary details to the client of an object. Means, it shows only necessary details for an object, not the inner details of an object. Example – When you want to switch On television, it not necessary to show all the functions of TV. Whatever is required to switch on TV will be showed by using abstract class.

**28. What are access modifiers?**

Access modifiers determine the scope of the method or variables that can be accessed from other various objects or classes. There are 5 types of access modifiers , and they are as follows:.
Private.
Protected.
Public.
Friend.
Protected Friend.

**29. What is sealed modifiers?**

Sealed modifiers are the access modifiers where it cannot be inherited by the methods. Sealed modifiers can also be applied to properties, events and methods. This modifier cannot be applied to static members.

**30. How can we call the base method without creating an instance?**

Yes, it is possible to call the base method without creating an instance. And that method should be,.

Static method.
Doing inheritance from that class.-Use Base Keyword from derived class.

**31. What is the difference between new and override?**

The new modifier instructs the compiler to use the new implementation instead of the base class function. Whereas, Override modifier helps to override the base class function.

**32. What are the various types of constructors?**

There are three various types of constructors , and they are as follows:.

- Default Constructor – With no parameters.

- Parametric Constructor – With Parameters. Create a new instance of a class and also passing arguments simultaneously.

- Copy Constructor – Which creates a new object as a copy of an existing object.

**33. What is early and late binding?**

Early binding refers to assignment of values to variables during design time whereas late binding refers to assignment of values to variables during run time.

**34. What is ‘this’ pointer?**

THIS pointer refers to the current object of a class. THIS keyword is used as a pointer which differentiates between the current object with the global object. Basically, it refers to the current object.

**35. What is the difference between structure and a class?**

Structure default access type is public , but class access type is private. A structure is used for grouping data whereas class can be used for grouping data and methods.
Structures are exclusively used for dataand it doesn’t require strict validation , but classes are used to encapsulates and inherit data which requires strict validation.

**36. What is the default access modifier in a class?**

The default access modifier of a class is Private by default.

**37. What is pure virtual function?**

A pure virtual function is a function which can be overridden in the derived classbut cannot be defined. A virtual function can be declared as Pure by using the operator =0.

Example -.

Virtual void function1() // Virtual, Not pure
Virtual void function2() = 0 //Pure virtual

**38. What are all the operators that cannot be overloaded?**

Following are the operators that cannot be overloaded -.
Scope Resolution (:: )
Member Selection (.)
Member selection through a pointer to function (.\*)

**39. What is dynamic or run time polymorphism?**

Dynamic or Run time polymorphism is also known as method overriding in which call to an overridden function is resolved during run time, not at the compile time. It means having two or more methods with the same name,same signature but with different implementation.

**40. Do we require parameter for constructors?**

No, we do not require parameter for constructors.

**41. What is a copy constructor?**

This is a special constructor for creating a new object as a copy of an existing object. There will be always only on copy constructor that can be either defined by the user or the system.

**42. What does the keyword virtual represented in the method definition?**

It means, we can override the method.

**43. Whether static method can use non static members?**

False.

**44. What arebase class, sub class and super class?**

Base class is the most generalized class , and it is said to be a root class.

Sub class is a class that inherits from one or more base classes.

Super class is the parent class from which another class inherits.

**45. What is static and dynamic binding?**

Binding is nothing but the association of a name with the class. Static binding is a binding in which name can be associated with the class during compilation time , and it is also called as early Binding.

Dynamic binding is a binding in which name can be associated with the class during execution time , and it is also called as Late Binding.

**46. How many instances can be created for an abstract class?**

Zero instances will be created for an abstract class.

**47. Which keyword can be used for overloading?**

Operator keyword is used for overloading.

**48. What is the default access specifier in a class definition?**

Private access specifier is used in a class definition.

**49. Which OOPS concept is used as reuse mechanism?**

Inheritance is the OOPS concept that can be used as reuse mechanism.

**50. Which OOPS concept exposes only necessary information to the calling functions?**

Data Hiding / Abstraction

 **1) what is session\_set\_save\_handler in PHP?** session\_set\_save\_handler() sets the user-level session storage functions which are used for storing and retrieving data associated with a session. This is most useful when a storage method other than those supplied by PHP sessions is preferred. i.e. Storing the session data in a local database.

**2) what is garbage collection? default time ? refresh time?** Garbage Collection is an automated part of PHP , If the Garbage Collection process runs, it then analyzes any files in the /tmp for any session files that have not been accessed in a certain amount of time and physically deletes them. arbage Collection process only runs in the default session save directory, which is /tmp. If you opt to save your sessions in a different directory, the Garbage Collection process will ignore it. the Garbage Collection process does not differentiate between which sessions belong to whom when run. This is especially important note on shared web servers. If the process is run, it deletes ALL files that have not been accessed in the directory.

There are 3 PHP.ini variables, which deal with the garbage collector: PHP ini  value

name                                          default

session.gc\_maxlifetime     1440 seconds or 24 minutes

session.gc\_probability      1

session.gc\_divisor              100

**3) PHP how to know user has read the email?** Using Disposition-Notification-To: in mailheader we can get read receipt.

Add the possibility to define a read receipt when sending an email.

It’s quite straightforward, just edit email.php, and add this at vars definitions:

var $readReceipt = null;

And then, at ‘createHeader’ function add:

if (!empty($this->readReceipt)) { $this->\_\_header .= ‘Disposition-Notification-To: ‘ . $this->\_\_formatAddress($this->readReceipt) . $this->\_newLine; }

**4) Runtime library loading ? without default mysql support, how to run mysql with php?**

dl — Loads a PHP extension at runtime int dl ( string $library )

Loads the PHP extension given by the parameter library .

Use extension\_loaded() to test whether a given extension is already available or not. This works on both built-in extensions and dynamically loaded ones (either through php.ini or dl()).

bool extension\_loaded ( string $name ) — Find out whether an extension is loaded

**Warning :**This function has been removed from some SAPI’s in PHP 5.3.

**5) what is XML-RPC ?** XML-RPC is a remote procedure call protocol which uses XML to encode its calls and HTTP as a transport mechanism. An XML-RPC message is an HTTP-POST request. The body of the request is in XML. A procedure executes on the server and the value it returns is also formatted in XML.

**6) default session time ?** default session time in PHP is 1440 seconds or 24 minutes.

**7) default session save path ?** Default session save path id temporary folder /tmp

**8) What is the difference between htmlentities() and htmlspecialchars()?**

htmlspecialchars() – Convert some special characters to HTML entities (Only the most widely used) htmlentities() – Convert ALL special characters to HTML entities

**9) how to do session using DB?**

bool session\_set\_save\_handler ( callback $open , callback $close , callback $read , callback $write , callback $destroy , callback $gc ) using this function we can store sessions in DB.

PHP has a built-in ability to override its default session handling. The function session\_set\_save\_handler() lets the programmer specify which functions should actually be called when it is time to read or write session information. by overriding the default functions using session\_set\_save\_handler handle we can store session in Db like below example

class SessionManager {

var $life\_time;

function SessionManager() {

// Read the maxlifetime setting from PHP $this->life\_time = get\_cfg\_var(“session.gc\_maxlifetime”);

// Register this object as the session handler session\_set\_save\_handler( array( &$this, “open” ), array( &$this, “close” ), array( &$this, “read” ), array( &$this, “write”), array( &$this, “destroy”), array( &$this, “gc” ) );

}

function open( $save\_path, $session\_name ) {

global $sess\_save\_path;

$sess\_save\_path = $save\_path;

// Don’t need to do anything. Just return TRUE.

return true;

}

function close() {

return true;

}

function read( $id ) {

// Set empty result $data = ”;

// Fetch session data from the selected database

$time = time();

$newid = mysql\_real\_escape\_string($id); $sql = “SELECT `session\_data` FROM `sessions` WHERE `session\_id` = ‘$newid’ AND `expires` > $time”;

$rs = db\_query($sql); $a = db\_num\_rows($rs);

if($a > 0) { $row = db\_fetch\_assoc($rs); $data = $row['session\_data'];

}

return $data;

}

function write( $id, $data ) {

// Build query $time = time() + $this->life\_time;

$newid = mysql\_real\_escape\_string($id); $newdata = mysql\_real\_escape\_string($data);

$sql = “REPLACE `sessions` (`session\_id`,`session\_data`,`expires`) VALUES(‘$newid’, ‘$newdata’, $time)”;

$rs = db\_query($sql);

return TRUE;

}

function destroy( $id ) {

// Build query $newid = mysql\_real\_escape\_string($id); $sql = “DELETE FROM `sessions` WHERE `session\_id` = ‘$newid’”;

db\_query($sql);

return TRUE;

}

function gc() {

// Garbage Collection

// Build DELETE query. Delete all records who have passed the expiration time $sql = ‘DELETE FROM `sessions` WHERE `expires` < UNIX\_TIMESTAMP();’;

db\_query($sql);

// Always return TRUE return true;

}

}

**10) how to track user logged out or not? when user is idle ?** By checking the session variable exist or not while loading th page. As the session will exist longer as till browser closes.

The default behaviour for sessions is to keep a session open indefinitely and only to expire a session when the browser is closed. This behaviour can be changed in the php.ini file by altering the line session.cookie\_lifetime = 0 to a value in seconds. If you wanted the session to finish in 5 minutes you would set this to session.cookie\_lifetime = 300 and restart your httpd server.

**11) how to track no of user logged in ?** whenever a user logs in track the IP, userID etc..and store it in a DB with a active flag while log out or sesion expire make it inactive. At any time by counting the no: of active records we can get the no: of visitors.

**12) in PHP for pdf which library used?**

The PDF functions in PHP can create PDF files using the PDFlib library With version 6, PDFlib offers an object-oriented API for PHP 5 in addition to the function-oriented API for PHP 4. There is also the » Panda module.

FPDF is a PHP class which allows to generate PDF files with pure PHP, that is to say without using the PDFlib library. F from FPDF stands for Free: you may use it for any kind of usage and modify it to suit your needs.

FPDF requires no extension (except zlib to activate compression and GD for GIF support) and works with PHP4 and PHP5.

**13) for image work which library?**

You will need to compile PHP with the GD library of image functions for this to work. GD and PHP may also require other libraries, depending on which image formats you want to work with.

**14) what is oops? encapsulation? abstract class? interface?**

Object oriented programming language allows concepts such as modularity, encapsulation, polymorphism and inheritance.

Encapsulation passes the message without revealing the exact functional details of the class. It allows only the relevant information to the user without revealing the functional mechanism through which a particular class had functioned.

Abstract class is a template class that contains such things as variable declarations and methods, but cannot contain code for creating new instances. A class that contains one or more methods that are declared but not implemented and defined as abstract. Abstract class: abstract classes are the class where one or more methods are abstract but not necessarily all method has to be abstract. Abstract methods are the methods, which are declare in its class but not define. The definition of those methods must be in its extending class.

Interface: Interfaces are one type of class where all the methods are abstract. That means all the methods only declared but not defined. All the methods must be define by its implemented class.

**15) what is design pattern? singleton pattern?**

A design pattern is a general reusable solution to a commonly occurring problem in software design.

The Singleton design pattern allows many parts of a program to share a single resource without having to work out the details of the sharing themselves.

**16) what are magic methods?**

Magic methods are the members functions that is available to all the instance of class Magic methods always starts with “\_\_”. Eg. \_\_construct All magic methods needs to be declared as public To use magic method they should be defined within the class or program scope Various Magic Methods used in PHP 5 are: \_\_construct() \_\_destruct() \_\_set() \_\_get() \_\_call() \_\_toString() \_\_sleep() \_\_wakeup() \_\_isset() \_\_unset() \_\_autoload() \_\_clone()

**17) what is magic quotes?** Magic Quotes is a process that automagically escapes incoming data to the PHP script. It’s preferred to code with magic quotes off and to instead escape the data at runtime, as needed. This feature has been DEPRECATED as of PHP 5.3.0 and REMOVED as of PHP 6.0.0. Relying on this feature is highly discouraged.

**18) diff b/w php4 & php5 ?** In PHP5 1 Implementation of exceptions and exception handling

2. Type hinting which allows you to force the type of a specific argument as object, array or NULL

3. Overloading of methods through the \_\_call function

4. Full constructors and destructors etc through a \_\_constuctor and \_\_destructor function

5. \_\_autoload function for dynamically including certain include files depending on the class you are trying to create.

6 Finality : can now use the final keyword to indicate that a method cannot be overridden by a child. You can also declare an entire class as final which prevents it from having any children at all.

7 Interfaces & Abstract Classes

8 Passed by Reference : In PHP4, everything was passed by value, including objects. This has changed in PHP5 — all objects are now passed by reference.

9 An \_\_clone method if you really want to duplicate an object

**19) in php4 can you define a class? how to call class in php4? can you create object in php4?**

yes you can define class and can call class by creating object of that class. but the diff b/w php4 & php5 is that in php4 everything was passed by value where as in php5 its by reference. And also any value change in reference object changes the actucal value of object also. And one more thing in introduction of \_\_clone object in PHP5 for copying the object.

**20) types of error? how to set error settings at run time?**

here are three basic types of runtime errors in PHP:

1. Notices: These are trivial, non-critical errors that PHP encounters while executing a script – for example, accessing a variable that has not yet been defined. By default, such errors are not displayed to the user at all – although you can change this default behaviour.

2. Warnings: These are more serious errors – for example, attempting to include() a file which does not exist. By default, these errors are displayed to the user, but they do not result in script termination.

3. Fatal errors: These are critical errors – for example, instantiating an object of a non-existent class, or calling a non-existent function. These errors cause the immediate termination of the script, and PHP?s default behaviour is to display them to the user when they take place.

by using ini\_set function.

**21) what is cross site scripting? SQL injection?**

Cross-site scripting (XSS) is a type of computer security vulnerability typically found in web applications which allow code injection by malicious web users into the web pages viewed by other users. Examples of such code include HTML code and client-side scripts.

SQL injection is a code injection technique that exploits a security vulnerability occurring in the database layer of an application. The vulnerability is present when user input is either incorrectly filtered for string literal escape characters embedded in SQL statements or user input is not strongly typed and thereby unexpectedly executed

**22) what is outerjoin? inner join?**

OUTER JOIN in SQL allows us to retrieve all values in a certain table regardless of whether these values are present in other tables

An inner join requires each record in the two joined tables to have a matching record. An inner join essentially combines the records from two tables (A and B) based on a given join-predicate.

**23) what is URL rewriting?**

Using URL rewriting we can convert dynamic URl to static URL Static URLs are known to be better than Dynamic URLs because of a number of reasons 1. Static URLs typically Rank better in Search Engines. 2. Search Engines are known to index the content of dynamic pages a lot slower compared to static pages. 3. Static URLs are always more friendlier looking to the End Users.

along with this we can use URL rewriting in adding variables [cookies] to the URL to handle the sessions.

**24) what is the major php security hole? how to avoid?**

1. Never include, require, or otherwise open a file with a filename based on user input, without thoroughly checking it first. 2. Be careful with eval() Placing user-inputted values into the eval() function can be extremely dangerous. You essentially give the malicious user the ability to execute any command he or she wishes! 3. Be careful when using register\_globals = ON It was originally designed to make programming in PHP easier (and that it did), but misuse of it often led to security holes 4. Never run unescaped queries 5. For protected areas, use sessions or validate the login every time. 6. If you don’t want the file contents to be seen, give the file a .php extension.

**25) whether PHP supports Microsoft SQL server ?** The SQL Server Driver for PHP v1.0 is designed to enable reliable, scalable integration with SQL Server for PHP applications deployed on the Windows platform. The Driver for PHP is a PHP 5 extension that allows the reading and writing of SQL Server data from within PHP scripts. using MSSQL or ODBC modules we can access Microsoft SQL server.

**26) what is MVC? why its been used?** Model-view-controller (MVC) is an architectural pattern used in software engineering. Successful use of the pattern isolates business logic from user interface considerations, resulting in an application where it is easier to modify either the visual appearance of the application or the underlying business rules without affecting the other. In MVC, the model represents the information (the data) of the application; the view corresponds to elements of the user interface such as text, checkbox items, and so forth; and the controller manages the communication of data and the business rules used to manipulate the data to and from the model.

WHY ITS NEEDED IS 1 Modular separation of function 2 Easier to maintain 3 View-Controller separation means:

A — Tweaking design (HTML) without altering code B — Web design staff can modify UI without understanding code

**27) what is framework? how it works? what is advantage?**

In general, a framework is a real or conceptual structure intended to serve as a support or guide for the building of something that expands the structure into something useful. Advantages : Consistent Programming Model Direct Support for Security Simplified Development Efforts Easy Application Deployment and Maintenance

**28) what is CURL?**

CURL means Client URL Library

curl is a command line tool for transferring files with URL syntax, supporting FTP, FTPS, HTTP, HTTPS, SCP, SFTP, TFTP, TELNET, DICT, LDAP, LDAPS and FILE. curl supports SSL certificates, HTTP POST, HTTP PUT, FTP uploading, HTTP form based upload, proxies, cookies, user+password authentication (Basic, Digest, NTLM, Negotiate, kerberos…), file transfer resume, proxy tunneling and a busload of other useful tricks.

CURL allows you to connect and communicate to many different types of servers with many different types of protocols. libcurl currently supports the http, https, ftp, gopher, telnet, dict, file, and ldap protocols. libcurl also supports HTTPS certificates, HTTP POST, HTTP PUT, FTP uploading (this can also be done with PHP’s ftp extension), HTTP form based upload, proxies, cookies, and user+password authentication.

**29) HOW we can transfer files from one server to another server without web forms?**

using CURL we can transfer files from one server to another server. ex:

Uploading file

<?php

/\* <http://localhost/upload.php>: print\_r($\_POST); print\_r($\_FILES); \*/

$ch = curl\_init();

$data = array(‘name’ => ‘Foo’, ‘file’ => ‘@/home/user/test.png’);

curl\_setopt($ch, CURLOPT\_URL, ‘[http://localhost/upload.php&#8217](http://localhost/upload.php%26#8217););

curl\_setopt($ch, CURLOPT\_POST, 1); curl\_setopt($ch, CURLOPT\_POSTFIELDS, $data);

curl\_exec($ch); ?>

output:

Array ( [name] => Foo ) Array ( [file] => Array ( [name] => test.png

[type] => image/png [tmp\_name] => /tmp/phpcpjNeQ [error] => 0 [size] => 279 ) )

  **30) using CSS can we have a scroll to table?**

No table won't support scrolling of its data. but we can do another workaround like placing a table

 in a DIV layer and setting the DIV css property to overflow:auto will do the trick.

  **31) how to increase session time in PHP ?**

In php.ini by setting session.gc\_maxlifetime and session.cookie\_lifetime values

we can change the session time in PHP.

 **32) what is UI? What are the five primary user-interface components?**

 A user interface is a means for human beings to interact with computer-based "tools" and"messages".

One presumed goal is to make the user's experience productive, efficient, pleasing, and humane.

 The primary components of UIs are a) metaphors (fundamental concepts communicated

 through words, images, sounds, etc.)

b) mental models (structure of data, functions, tasks, roles, jobs, and people in organizations of work

and/or play)

 c) navigation (the process of moving through the mental models)

d) interaction (all input-output sequences and means for conveying feedback)

 e) and appearance (visual, verbal, acoustic, etc.).

**33) How can I set a cron and how can I execute it in Unix, Linux, and windows?**

Cron is very simply a Linux module that allows you to run commands at predetermined times or intervals.

In Windows, it’s called Scheduled Tasks. The name Cron is in fact derived from the same word from which we get the word chronology, which means order of time.

The easiest way to use crontab is via the crontab command. # crontab This command ‘edits’ the crontab.

Upon employing this command, you will be able to enter the commands that you wish to run.

My version of Linux uses the text editor vi. You can find information on using vi here.

The syntax of this file is very important – if you get it wrong, your crontab will not function properly.

The syntax of the file should be as follows: minutes hours day\_of\_month month day\_of\_week command All the variables, with the exception of the command itself, are numerical constants.

In addition to an asterisk (\*), which is a wildcard that allows any value, the ranges permitted for each field are as follows: Minutes: 0-59 Hours: 0-23 Day\_of\_month: 1-31 Month: 1-12 Weekday: 0-6 We can also include multiple values for each entry, simply by separating each value with a comma.

command can be any shell command and, as we will see momentarily, can also be used to execute a Web document such as a PHP file. So, if we want to run a script every Tuesday morning at 8:15 AM, our mycronjob file will contain the following content on a single line: 15 8 \* \* 2 /path/to/scriptname This all seems simple enough, right? Not so fast! If you try to run a PHP script in this manner, nothing will happen (barring very special configurations that have PHP compiled as an executable, as opposed to an Apache module).

The reason is that, in order for PHP to be parsed, it needs to be passed through Apache. In other words, the page needs to be called via a browser or other means of retrieving Web content.

For our purposes, I’ll assume that your server configuration includes wget, as is the case with most default configurations. To test your configuration, log in to shell.

If you’re using an RPM-based system (e.g. Redhat or Mandrake), type the following: # wget help If you are greeted with a wget package identification, it is installed in your system.

You could execute the PHP by invoking wget on the URL to the page, like so: # wget <http://www.example.com/file.php> Now, let’s go back to the mailstock.php file we created in the first part of this article.

We saved it in our document root, so it should be accessible via the Internet. Remember that we wanted it to run at 4PM Eastern time, and send you your precious closing bell report? Since I’m located in the Eastern timezone, we can go ahead and set up our crontab to use 4:00, but if you live elsewhere, you might have to compensate for the time difference when setting this value.

This is what my crontab will look like: 0 4 \* \* 1,2,3,4,5 wget <http://www.example.com/mailstock.php>

**34)Difference b/w OOPS concept in php4 and PHP5 ?**

version 4’s object-oriented functionality was rather hobbled. Although the very basic premises of objectoriented programming (OOP) were offered in version 4, several deficiencies existed, including: • An unorthodox object-referencing methodology • No means for setting the scope (public, private, protected, abstract) of fields and methods • No standard convention for naming constructors • Absence of object destructors • Lack of an object-cloning feature • Lack of support for interfaces

**35) Difference b/w MyISAM and InnoDB in MySQL?**

Ans:

 The big difference between MySQL Table Type MyISAM and InnoDB is that InnoDB supports transaction

 InnoDB supports some newer features: Transactions, row-level locking, foreign keys

 InnoDB is for high volume, high performance

 use MyISAM if they need speed and InnoDB for data integrity.

 InnoDB has been designed for maximum performance when processing large data volumes

 Even though MyISAM is faster than InnoDB

 InnoDB supports transaction. You can commit and rollback with InnoDB but with MyISAM once you issue a command it’s done

 MyISAM does not support foreign keys where as InnoDB supports

 Fully integrated with MySQL Server, the InnoDB storage engine maintains its own buffer pool for caching data and indexes in main memory. InnoDB stores its tables and indexes in a tablespace, which may consist of several files (or raw disk partitions). This is different from, for example, MyISAM tables where each table is stored using separate files. InnoDB tables can be of any size even on operating systems where file size is limited to 2GB.

 **36) how to set session tiem out at run time**or**how to extend the session timeout at runtime?**

Ans:

Sometimes it is necessary to set the default timeout period for PHP. To find out what the default (file-based-sessions) session timeout value on the server is you can view it through a **ini\_get** command:

// Get the current Session Timeout Value
*$currentTimeoutInSecs = ini\_get(’session.gc\_maxlifetime’);*

Change the Session Timeout Value

// Change the session timeout value to 30 minutes
*ini\_set(’session.gc\_maxlifetime’, 30\*60);*

If you have changed the sessions to be placed inside a Database occasionally implementations will specify the expiry manually. You may need to check through the session management class and see if it is getting the session timeout value from the ini configuration or through a method parameter (with default). It may require a little hunting about.