

RollNo:

Thapar Institute of Engineering & Technology, Patiala
Computer Science & Engineering Department
Mid Semester Examination (MST)

B. E. (First Year): Sem-II (2022-23)

Course Code: UTA018 (Object Oriented Programming)

Date: 7-Mar 2023

Time: 2 Hours

M.Marks: 25

Faculty: Raman Goyal, Jasvinder Pal Singh, Ravneet Kaur, Saif Nalband, Neenu Garg, Seemu Sharma, Deep Mann, Aditi Sharma, Amrita Dahiya, Naveen Kumar

NOTE: Solve problems **IN ORDER**, otherwise they **WILL NOT** be checked. If you are not sure about the current question then leave appropriate pages and move on. **New page** for new problem. Do not use pencil for answering the questions, otherwise such answers will not be evaluated.

Q1. "Friend functions can access private and protected members of a class but so do the member functions of a class". Then, what is the advantage of a friend function over a member function? **(1 mark)**

Write a program in C++ to describe the advantage of friend function over member functions. **(4 marks)**

Q2. (a) List different types of inheritance with their syntax. Draw suitable diagrams for each type. **(4 marks)**

(b) Explain the working of copy constructor with suitable example **(1 mark)**.

Q3. (a) In the given code perform following tasks. **(2 marks)**

i. Fill the line 24 and

ii. Fill the line 27 to initialize static variable with value 1 before object creation.

```
1. #include<iostream>
2. using namespace std;
3. class Test{
4. static int i;
5. int num;
6. public:
7. void static getvalue(int);
8. Test(int x)
9. {
10.     num=x;
11. }
12. void show()
13. {
14.     cout<<"i="<<i<<endl;
15.     cout<<"num="<<num<<endl;
16. }
17. };
```

```
18. void Test :: getvalue(int x)
19. {
20.     i = x;
21.     i++;
22.     cout<<i<<endl;
23. }
24. _____;
25. int main()
26. {
27.     _____;
28.     Test T1(10);
29.     T1.show();
30. }
```

Q3 (b) Write a program in C++ having the following properties: **(3 marks)**

- Define a class having two data variables of integer type in private scope.
- Array of objects should be declared in main function dynamically (using **new** operator)
- Input the data variables using a member function named as **void set_data()** in public scope.
- Increment the values of data variables by one using a member function named **void update_data()** in public scope having array of object as an argument.
- For displaying the updated value of data variables, create a member function named as **void output()** in public scope.

Q4. Write a program in C++ having a class *Tracker* that tracks the footsteps of a user. Tracker should have three private data members: *PersonId*, *step_count*, *stair_count*. The class should satisfy the following requirements: **(5 marks)**

- (a) A parameterized **constructor** should be defined to initialize data members. *PersonId* should be input by the user, whereas *step_count* and *stair_count* if not known may be set as 0 using constructors with default arguments.
- (b) A member function *incrementCount(int n)* to be **defined outside the class** that increment the *step_count* and *stair_count* by the value n.

i.e. *step_count* = *step_count* + n;
 stair_count = *stair_count* + n;

- (c) A **non-member function** *convertStep()* should be provided that converts *stair_count* to *step_count* (Assuming 1 *stair_count* = 2 *step_count*).
- (d) A *displayCount()* function should be provided that displays the *PersonId* and updated *step_count* (after increment and conversion of *stair_count* to *step_count*).
- (e) In addition, the class must use **array of objects** for creating the objects and track how many Tracker objects are created. A means for querying this count should be provided. The code must not use any global variables. (Hint: Use **static members** and **static functions** to display the count of Tracker objects.)

Q5. Write short notes on the following:

- (a) Namespace **(2 marks)**
- (b) Encapsulation **(1 mark)**
- (c) Advantages of static member functions **(2 marks)**