

Atal Bihari Vajpayee Indian Institute of Information Technology and Management (ABV-IIITM), Gwalior

(An institute of National Importance, Ministry of Education, Government of India)

MINOR THEORY EXAMINATION-2024

Course Code: CS/IT-103

Course Name: Object Oriented Programming Systems

Program & Sem: Batch-A (First Year)

Date: 01-03-2024 (Fri)

Time: 10:00-12:00 PM

Max Marks: 25

Instructions:

(i) Read all questions carefully and answer accordingly.

(ii) This Question paper contains Ten questions.

Part A: Objective Based Questions

Answer all the Questions. Each question carries one mark.

 $(5Q \times 1M = 5M)$

Q.NO. 1. Which of the following statements of a program is not valid?

(a) Class X{ }; X s[5];

(b) Class X{ }; s;

(c) Class X{ }; X s;

(d) Class X{ } X s[];

Q.NO. 2. Which of the following OOPS concept is not true for C++ language?

(a) A class must have member function

(b) C++ can be easily written without classes.

(c) At least one instance should be declared within C++ program

(d) C++ program at least contain one class

Q.NO. 3. What is "cout" in a C++ program?

(a) Class

(b) Object

(c) Operator

(d) None

Q.NO. 4. What is the output of this program?

```
#include <iostream>
using namespace std;
class A {
    int a;
    void modify_a(int x ) {
        a=x;
    }
};
int main () {
    A a;
    a.modify_a(10);
    cout<<a.a<<endl;
    return 0;
}</pre>
```

- Q. No. 5. Which statement is true?
 - (a) Memory space for object is created when it is declared
 - (b) when a function is declared "inline", function body should be small.

Part B: Descriptive Questions

```
Answer all the Questions. Each question carries four marks.
                                                                                      (5Q \times 4M = 20M)
Q.NO.6 (a) What is a friend's function and how it differs from member function.
                                                                                                    (2M)
(b) Write a C++ program to create a class Student with private members' name and marks. Implement a
friend function named calculateGrade() outside the class that takes a student object as a parameter and
calculates and prints the grade based on marks.
                                                                                                   (2M)
Q.NO.7 (a) what is the significance of using "using namespace std;" in C++ program.
(b) Write a C++ program to print pascals triangle (4 rows) using class and objects.
                                                                                                   (2M)
                                                                                                   (2M)
Q.NO.8 (a) Explain the characteristics/features of OOPS in two points.
                                                                                                    (2M)
 (b) Write a C++ program to find out factorial of a number using recursion without OOPS approach.
                                                                                                    (2M)
Q. NO. 9 (a) What is the advantage of using static data member.
                                                                                                    (1M)
(b) what will be the output of the following program? Explain the output also in your own words.
                                                                                                    (3M)
       #include <iostream>
       using namespace std;
       class A
       {
               public:
               static int a;
               void increment() {
                  a++;
                  }
              int get() {
                    return a;
                   }
         int A :: a = 10;
         int main()
               A obj1, obj2, obj3;
               obj1.increment();
               obj2.increment();
               obj3.increment();
                cout <<obj3.get()<<obj2.get()<<obj1.get()<<endl;
                return 0;
```

Q.NO.10 Imagine you're designing a system for managing a library. Discuss how you would apply the concepts of classes and objects in the context of this real-life scenario. Provide a detailed explanation of how you would represent various entities such as books, library members, and transactions using classes and objects. Additionally, explain how encapsulation and abstraction play a role in modeling these entities, and discuss the potential benefits of using classes and objects in such a system. (4M)

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