

St.Joseph's College of Engineering, Chennai-119
St.Joseph's Institute of Technology, Chennai - 119
Department Of IT/CSE
CS6301- Programming and Data structures - II
ASSIGNMENT III
PART-A

1. What is meant by abstract class?
2. Illustrate the exception handling mechanism
3. What are the two types of exceptions?
4. What are templates?
5. Distinguish between class template and function template
6. List out any four containers supported by Standard Template Library
7. What is the use of function adaptors?
8. What is file mode? List any four file modes.

PART-B

1. (i) Explain how rethrowing of an exception is done. (4)
(ii) Write a C++ Program that illustrates multiple catch statements. (12)
2. (i) Explain the overloading of template function with suitable example. (8)
(ii) Write a function template for finding the minimum value contained in an array. (8)
3. (i) List the advantages of exception handling mechanisms. (4)
(ii) Write a c++ program for the following :
 1. A function to read two double type numbers from keyboard.
 2. A function to calculate the division of these two numbers.
 3. A try block to throw an exception when a wrong type of data is keyed in.
 4. A try block to detect and throw an exception if the condition "divide – by – zero " occurs
 5. Appropriate catch block to handle the exceptions thrown. (12)
4. (i) Explain any two sequence containers supported by Standard Template Library. (4)
(ii) Write a C++ Program using lists from STL to input 10 numbers and store them in a list. From this list, create two more lists, one containing the even numbers, and the other containing the odd numbers. Output all the three lists(12).

