

Bihar Engineering University, Patna

B.Tech. 3rd Semester Examination, 2023

Course: B.Tech.

Code: 100313

Subject: Object Oriented Programming using C++

Time: 03 Hours

Full Marks: 70

Instructions:-

- (i) The marks are indicated in the right-hand margin.
- (ii) There are **NINE** questions in this paper.
- (iii) Attempt **FIVE** questions in all.
- (iv) Question No. 1 is compulsory.

Q.1 Choose the correct answer of the following (Any seven question only):

[2 x 7 = 14]

- (a) To prevent any method from overriding we declare the method as
 - (i) static (ii) final (iii) const (iv) None of the above
- (b) Does constructor overloading include different return types for constructors to be overloaded?
 - (i) yes, if return types are different, signature becomes different.
 - (ii) yes, because return types can differentiate two functions.
 - (iii) no, because return types cannot differentiate two functions.
 - (iv) no, constructors don't have any return type.
- (c) Which of the following type of class allows only one object of it to be created
 - (i) Virtual Class (ii) Abstract class
 - (iii) Singleton class (iv) Friend class
- (d) What will happen if the exception is not caught in the program?
 - (i) Error (ii) Program will execute
 - (iii) Block of the code will not execute (iv) None of the above
- (e) In C++ dynamic memory allocation is accomplished with the operator
 - (i) new (ii) melloc
 - (iii) this (iv) allocate
- (f) Which of the following statement is correct?
 - (i) base class pointer cannot point to derived class.
 - (ii) derived class pointer cannot point to base class.
 - (iii) pointer to derived class cannot be created.
 - (iv) pointer to base class cannot be created.
- (g) You should make a function virtual if
 - (i) every class that is derived from this class uses all the member functions from this class.
 - (ii) every class that is derived from this class needs to redefine this function.
 - (iii) that function is an operator.
 - (iv) defined only in the derived classes.
- (h) The fields in a structure in C and a class in C++ are by default
 - (i) public, protected (ii) protected, public
 - (iii) private, private (iv) public, private
- (i) Class Dog: public X, public Y is an example of
 - (i) multiple inheritance (ii) multilevel inheritance
 - (iii) linear inheritance (iv) none of the above

- (j) The compiler identifies a virtual function to be pure
- (i) by the presence of the keyword `pure`.
 - (ii) by its location in the program.
 - (iii) if it is equated to 0.
 - (iv) none of the above

- Q.2 (a) Explain in brief the benefits of object-oriented programming over procedure oriented programming. [7]
- (b) With an example explain the terms *constructor* and *destructor*. [7]

- Q.3 (a) Explain different access specifiers and their scope used in C++. [7]
- (b) What are the advantages of passing arguments by reference? Write a function called `zeroSmaller()` function that receives two integer arguments by reference and then sets smaller of the two numbers to zero. Add the code for `main()` function also from where `zeroSmaller()` is called. [7]

- Q.4 (a) Discuss why converting a base class pointer to a derived class pointer is considered dangerous by the compiler. [7]
- (b) Write a C++ program to find a substring inside a string. [7]

- Q.5 (a) Differentiate between abstract class and interface. [7]
- (c) What is function template? Differentiate between template class and class template. [7]

- Q.6 (a) What are the different forms of inheritance? Give an example for each. [7]
- (b) What is a friend function? A friend function cannot be used to overload the assignment operator (`=`). Explain why? [7]

- Q.7 (a) With the help of example programs, differentiate between Overloading and Overriding. [7]
- (b) Write an object oriented program in C++ to show the overloading of template function. [7]

- Q.8 (a) Write an object oriented program in C++ using function overloading to check whether the input data (either strings or integers) are palindrome or not, and display the results accordingly. [7]
- (b) What is the difference between error and exception? When do we use multiple *catch* handlers? Explain with suitable example. [7]

Q.9 Write short notes on *any two* of the following:

[7x2=14]

- (a) Copy constructor
- (b) Pure virtual function
- (c) Object pointer
- (d) Stack unwinding

