

FINAL TERM EXAMINATION		Marks: 50								
SPRING 2006		Time: 120min								
CS201 - INTRODUCTION TO PROGRAMMING (Session - 1 )										
StudentID/LoginID:	<input type="text"/>									
Student Name:	<input type="text"/>									
Center Name/Code:	<input type="text"/>									
Exam Date:	Wednesday, August 23, 2006									
<p><b>Please read the following instructions carefully before attempting any of the questions:</b></p> <ol style="list-style-type: none"><li>1. Attempt all questions. Marks are written adjacent to each question.</li><li>2. Do not ask any questions about the contents of this examination from anyone.<ol style="list-style-type: none"><li>a. If you think that there is something wrong with any of the questions, attempt it to the best of your understanding.</li><li>b. If you believe that some essential piece of information is missing, make an appropriate assumption and use it to solve the problem.</li><li>c. Write all steps, missing steps may lead to deduction of marks.</li><li>d. All coding questions should be answered using the <b>C ++</b> syntax.</li></ol></li></ol> <p>You are allowed to use the Dev-C++ compiler to write and test your code. If you do so please remember to copy and paste your code into the examination solution area. <b>(Do NOT share your code; your colleague could get higher marks than you!!)</b></p> <p><b>**WARNING: Please note that Virtual University takes serious note of unfair means. Anyone found involved in cheating will get an 'F' grade in this course.</b></p>										
For Teacher's use only										
Question	1	2	3	4	5	6	7	8	9	Total

Marks										
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Question No: 1 ( Marks: 2 ) - Please choose one

A **for** loop usually consist of \_\_\_\_\_ expressions.

- ▶ 1
- ▶ 3
- ▶ 2
- ▶ 4

Question No: 2 ( Marks: 2 ) - Please choose one

A preprocessor directive is identified by \_\_\_\_\_ symbol

- ▶ #
- ▶ {
- ▶ (
- ▶ ~

Question No: 3 ( Marks: 2 ) - Please choose one

Which of the following operators can not be overloaded?

- ▶ new
- ▶ delete
- ▶ +=
- ▶ sizeof

Question No: 4 ( Marks: 2 ) - Please choose one

Analyze the following code

```
class myclass
{
    private:
        float x,y;
    public:
        void myclass(float a, float b)
        {
            x=a;
            y=b;
        }
        void diplay()
        {
            cout<<endl<<x<<endl<<y;
        }
};
```

What is wrong with the above code?

- ▶ The member functions should be private
- ▶ constructor must not have a return type
- ▶ The constructor should have no body
- ▶ There is no error in the given code

Question No: 5 ( Marks: 6 )

Analyze the following code and list all the errors and line numbers in the given code.

```
int i=2;
for(i<=100;i++)
{
    if(i%2==0)
    {
        cout<<i;
        cout<<" is even /n';
    }
}
```

Question No: 6 ( Marks: 7 )

Declare a class **student** having the following data members and member functions in the

class.  
**stdno(integer)**  
**stdname(character array of size 20)**  
**phone(long integer)**

**getdata()** function that will read data into members data.  
**Display()** function that will display the data on the screen.

Question No: 7 ( Marks: 6 )

- a. Write the statement that will create an array of 10 objects of the class **student** and place the base address of the array in a pointer **ptr** of the class **student** given in Question No. 6.
- b. Write the code of the parameterized constructor for the class **student** given in Question No. 6.

Question No: 8 ( Marks: 15 )

Write a program that will create a class **distance**. The class **distance** consist of two data members **feet** and **inches**, both of types float. The class distance consist of two member functions, **getdata()** and **show()**. The function **getdata()** is used to read data from the user through keyboard into **feet** and **inches**. The **show()** function is used to display the values of **feet** and **inches** on the screen.

The program will create two objects **dest1** and **dest2** of the class **distance**. The program will read data into **dest1** and **dest2** using **getdata()**. The program will create another object **dest3** of the class **distance** by overloading the minus “-” operator trough expression **dest3=dest1-dest2**. The program will then display **dist3** on the screen using **show()** function. The program also takes care of the fact that distance can not be negative. If **dest2** is larger then **dest1** then **dest3** should not be created and program should display the message “**Distance can not be negative**”.

Question No: 9 ( Marks: 8 )

What are the benefits of the templates?