

DHARMSINH DESAI UNIVERSITY, NADIAD FACULTY OF TECHNOLOGY

B.TECH. SEMESTER III [IT]

SUBJECT: (IT-302) OBJECT ORIENTED PROGRAMMING **Examination**: First Sessional Seat No.

: Monday Date : 06/08/2012 Day Time : 9:00 to 10:15 Max. Marks : 36

INSTRUCTIONS:

- Figures to the right indicate maximum marks for that question.
- The symbols used carry their usual meanings.
- Assume suitable data, if required & mention them clearly.
- Draw neat sketches wherever necessary.

Q.1 Answer the Following:

- (A) (1) In what unsual place can you use a function call when a function returns a [1] value by reference?
 - (2) True or False: Data items in a class must be private. [1]
- (B) Find out the errors, if any, in the following programs and show the output:

```
(1) #include<iostream.h>
                                        (2) #include<iostream.h>
void main()
                                            void show(int);
                                            void main()
  int i=3,j;
                                             { show(); }
 j=++i*++i*++i;
  cout<<j;
                                            void show(int n)
                                            \{ \text{ int m}=10*n; 
                                               cout << m; }
```

```
(3) #include<iostream.h>
                                         (4) #include<iostream.h>
 void square(int);
                                            class sample
void main()
                                             { static int a;
 { int n; cin >> n;
                                                public: sample() { a++ ; }
  cout<<square(n); }</pre>
                                            void show() { cout<<a; } };</pre>
                                             void main()
 inline void square(int m)
                                             { sample s1,s2;
 { return m*m; }
                                               s1=s2; s1.show(); s2.show(); }
```

(C) What is the principle reason for passing arguments by reference? [2]

Q.2 Answer the following:

[12] [2]

[6]

[2]

[12]

[8]

- (A) How enumerated data types are different from integer data types?
- **(B)** Explain the characteristics of object-oriented programming. [4]
- (C) Write a program for counting a no. of objects created and no. of objects destroyed **[6]** for a class.

(C) Define a member function for class "string" to combine two string objects. Write a **[6]** main() function to support this class.(don't use inbuilt function for concatenation).

Q.3 Answer the following: [12]

- (A) "The << insertion operator stops reading a string when it encounters a space": State [2] true or false with justification.
- **(B)** Explain overloaded functions with example. [4]
- (C) Define structure "Student" which contains roll_no, name, branch and marks. Get the data for the students using function -Student read() and display the details of student scoring highest marks using function-void show(Student). To find out the student who has obtained the highest marks use the function - int highest_marks(student[],int). Enter the information for 5 students.

Q.3 Answer the following:

- [12]
- (A) If three objects of a class are defined, how many copies of that class's data items are stored in memory? How many copies of its member functions?
- (B) Describe the storage classes for automatic, external and static variables with [4] example.
- (C) Create a class "Distance" which contains data members feet and inches. Define [6] member functions void getdata()-to get the data from the user, void shodata()-to display the data and Distance add(Distance)-to add two distance objects. Write a main() function to exercise this class.