# TRIBHUVAN UNIVERSITY Institute of Science and Technology 2066

炊

Bachelor Level/ Second Year/ Third Semester/ Science Computer Science and Information Technology (CSc. 202) (Object Oriented Programming)

Full Marks: 60 Pass Marks: 24 Time: 3 hours

Candidates are required to give their answers in their own words as far as practicable. The figures in the margin indicate full marks.

#### **Section A**

### Attempt any two questions:

(2x10=20)

- 1. Explain in detail the following principles of Object-Oriented Programming.
  - i) Data encapsulation and data hiding.
  - ii) Inheritance and Polymorphism.
  - iii) Abstraction
- 2. Why constructor and destructor are required on Object Oriented Programming? Explain with suitable example.
- 3. Define a **student** class (with necessary constructors and member functions) in Object Oriented Programming (abstract necessary attributes and their types). (Write a complete code in C++ programming language).
  - Derive a **Computer Science and Mathematics** class from **student** class adding necessary attributes (at least three subjects).
  - Use these classes in a main function and display the averages marks of computer science and mathematics students.

## **Section B**

#### Attempt any eight questions:

(8x5=40)

- 4. What is type casting? Explain with suitable example.
- 5. Write a program to compute subtraction of two complex numbers using operator overloading.
- 6. Why exception handling is required? Explain with suitable example.
- 7. Differentiate between super class and sub class with suitable examples.
- 8. Write a program in C++ to count a number of words in a line of text.
- 9. Differentiate between function overriding and function overloading. Explain with suitable example.
- 10. Explain the role of polymorphism in Object Oriented Programming.
- 11. Explain the different types of class access specifiers.
- 12. Write a program to find the cube of given integer using inline function.
- 13. Write a program to convert centigrade into Fahrenheit temperature.

IOST, TU