END TERM EXAMINATION

THIRD SEMESTER [B.TECH] FEBRUARY 2023

Paş	per Code: CIC-211	
Tin	ne: 3 Hours	cons briefly:- riented programming. (3) structor and Destructor in context of class (3) pecifiers in C++? How is protected specifier (3) ang? What are its advantages? (3) are polymorphism differ from run time (3) UNIT-I yntax of an inline function. Write an inline frite two situations when an inline function (8) een call by value and call by reference for a help of C++ code. (7) s of friend function and explain its example. Why friend functions should be abstraction and Encapsulation? Appraise apple why is it necessary to create good (4) ter value in C++ with an example. (4) UNIT-II array of objects? Explain how members of a array of objects with the help of C++ (7) instructor and copy constructor with an array of objects with the help of C++ (7) instructor and copy constructor with an (4) and behaviour of an object in C++. (4) what are the different mechanisms for ernal users of a class's objects? (4)
	Note: Attempt five quest compulsory. Sele	tions in all including Q. No.1 which is , ct one question from each unit.
-Q1	and object. (c) What are various access useful? (d) What is generic program	ct oriented programming. Constructor and Destructor in context of class (3) Is specifiers in C++? How is protected specifier (3) Inming? What are its advantages? (3) time polymorphism differ from run time
		UNIT-I
Q2	function in C++. Further expansion may not wor	between call by value and call by reference for a
Q3	avoided? (b) How does C++ support with an appropriate e abstraction?	data abstraction and Encapsulation? Appraise example why is it necessary to create good (4)
		UNIT-II
Q4	objects can be access program. (b) Explain parameterized example.	an array of objects? Explain how members of ed in array of objects with the help of C++ (7) constructor and copy constructor with an (4)
Q5	add two complex number (b) What is data hiding	What are the different mechanisms for external users of a class's objects? (4)

UNIT-III

Q6 (a) Difference between overloaded functions and overridden functions. (
What is ambiguity resolution in class inheritance? When do you encounter such a situation and how it is handled? Explain with an example.

(b) What do you mean by a template member function? Write a program to define the function template for calculating the square of given numbers with different data types. (7)

Q7 (a) Consider an example of declaring the examination result. Design three classes: student, exam and result. The student class has data members such as those representing roll number, names etc. Create the class exam by inheriting the student class. The exam class adds data members representing the marks scored in six subjects. Derive the Result from Exam class and it has its own data members such as total_marks. Write an interactive program to model this relationship. (8)

(b) What are pure virtual functions? How do they differ from normal virtual functions? (7)

UNIT-IV

(a) Describe the various components of STL in detail.
 (b) Write a C++ program to read the class object of student info such as name, age, gender, height and weight from the keyboard and to store them on a specified file using read() and write() functions. Again the same file is opened for reading and displaying the contents of the file

on the screen.

√Q9 Write short notes on the following: ✓(a) Exception handling in C++ ✓(b) Generic Classes ✓(c) Vectors (5)

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