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Your Roll No.....

Sr. No. of Question Paper : 6501

F

Unique Paper Code : 32341101

Name of the Paper : Programming Fundamentals using C++

Name of the Course : B.Sc. (H) Computer Science

Semester : I

Duration : 3 Hours

Maximum Marks : 75

**Instructions for Candidates**

1. Write your Roll No. on the top immediately on receipt of this question paper.
2. Question 1 is compulsory in Section A.
3. Attempt any **four** questions from Section B.
4. Parts of a question should be attempted together.

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**Section-A**

(a) What is polymorphism in OOP? (2)

(b) Why don't the constructors have return type? (2)

(c) How do you overload '++' as post-increment operator?

Give an example to illustrate overloading of '++' as post-increment operator. (4)

P.T.O.

(d) Find errors in the following code segments:

(4)

```
i.      int func(int x,y)
        {
            int z;
            cout << z;
        }
```

```
ii.     class du
        {
            private:
            ...;
            public:
            void ~du(void);
        }
```

(e) How do the properties of the following two derived classes A and P differ?

i. class A: private B{//....};

ii. class P: public B{//.....};

(4)

(f) What is 'this' pointer? Explain with an example. (2)

(g) Give output of the following code segments :

(4)

```
i.      x=12;
        while(x>7){
            cout <<x<<endl;
            x-=2;}
ii.     for (int x = 20;x>=1; x--)
        {
            for (int y = x; y>=1, y--)
                cout << " ";
            cout << x;
        }
```

(h) When do we make a virtual function "pure"? What are the implications of making a function a pure virtual function?

(3)

- (i) How is a **structure** different from a **class** in C++? (2)
- (j) What are inline functions? When will you make a function inline? (3)
- (k) Which one of the following is a valid function declaration? Justify your answer. (2)
- i. `int f1(int i=1, int j=2, int k);`
  - ii. `int f1(int i=1, int j, int k=2);`
  - iii. `int f1(int i, int j=2, int k=3);`
- (l) Explain the following string functions with suitable example : (3)
- (i) `compare()`
  - (ii) `find()`
  - (iii) `replace()`

### Section-B

- (a) Write a C++ program to convert a two-dimensional array `A[4][4]`, into a one-dimensional array `B[16]` that will have all the elements of `A` if they are stored in row-major form. For example, if array `A[4][4]` is :

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

Then `B[16]` is {1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16} (5)

- (b) Assume a class D derived from a base class B. Class B is a friend of class A. Can class D access private data of class A? Justify your answer.

3. (a) Identify error(s) in the following code :

```
class Fun
{
    private:    int x;
    protected: int y;
    public:    int z;
};
class Funny: public Fun
{
    private:    int u;
    protected: int v;
    public:    int w;
};

int main()
{

    Fun fun;
    Funny funny;
    fun.x = 1;
    fun.y = 2;
    fun.z=3;
    funny.x=11;
    funny.y = 12;
    funny.z=13;
    funny.u=14;
    funny.v=15;
    funny.w=16;
}
```



(b) What is a copy constructor? Give an example of a copy constructor. (4)

(c) Give the output of the following program : (3)

```
int x=2, y;  
int main()  
{  
    cout<<"x="<<x;  
    cout<<"y="<<y;  
    func();  
    cout<<"x="<<x;  
    cout<<"y="<<y;  
    return 0;  
}
```

```
void func()  
{  
    int x=7;  
    y=11;  
    cout<<"x="<<x;  
    cout<<"y="<<y;  
}
```

(a) What is function overloading? Explain with the help of suitable example. (6)

(b) What is the sequence of constructors and destructors being called in the following multilevel inheritance : (4)

```
class A  
{...};  
class B:public A  
{...};  
class C:public B  
{...};  
class D:public C  
{...};
```

5. (a) Write a C++ program that reads a text file and creates another file that is identical to the first except that every sequence of consecutive blank spaces is replaced by a single space.
- (b) Write a recursive function to compute sum of first  $n$  natural numbers.
6. (a) Create a class `TwoDim` which contains `x` and `y` coordinates as `int`. Define the following :
- (i) default constructor to initialize data members `x` and `y` to zero
  - (ii) parameterized constructor to initialize data members to values passed
  - (iii) function `print()` to print the coordinates of `TwoDim` class.
- (b) Explain the purpose of using the key word 'const' with data and function members of a class.
7. (a) What are static variables and static functions? How are static variables initialized? What is the purpose of static variables and static functions?
- (b) Write a program to swap two numbers using pointers.