Roll No. of candidate

22/2/22 2021

B.Tech. 3rd Semester End-Term Examination

CSE

OBJECT ORIENTED PROGRAMMING USING C++

(New Regulation & New Syllabus)

Full Marks - 70

Time - Three hours

The figures in the margin indicate full marks for the questions.

Question No. 1 is compulsory and answer any four from the rest.

Answer the following questions:

 $(10 \times 1 = 10)$

(i) #include<userdefined.h>

Which of the following is the correct syntax to add the header file in the C++ program?

- (a) #include<userdefined>
- (b) #include "userdefined.h"
- (c) <include> "userdefined.h"
- (d) both (a) and (b)
- (ii) Which type of memory is used by an Array in C++ programming language?
 - (a) Contiguous
- (b) None-contiguous
- (c) Both (a) and (b)
- (d) Not mentioned
- (iii) Features not available in C++ object oriented programming is
 - (a) Virtual destructor
- (b) Virtual constructor
- (e) Virtual function
- (d) All
- (iv) Features not available in C++ object oriented programming is
 - (a) Virtual destructor
- (b) Virtual constructor
- (c) Virtual function
- (d) All

[Turn over

(v)	Wh	ich of the following is an	abstra	act data type?
	(1)	Class	(b)	Int
	(c)	String	(d)	Double
(vi)		at is default access spe ared within a class with		for data members or member functions y specifier, in C++?
	(a)	Private	(b)	Protected
	(c)	Public	(d)	Depends on Compiler
(vii)	Des	tructor has a same name	as the	e constructor and it is preceded by?
	(a)	1	(b)	2
	(c)		(d)	\$
(viii)	Wh	at is used to read from th	ie cons	ole in C++?
	(8)	cin	(b)	\$ scanf
	(c)	read	(d)	getline
(ix)	Wh	ich of the following is tru	ie"	
	(8)	All objects of a class sh	are all	data members of class
	(b)	Objects of a class do no own copy	t shar	e non-static members. Every object has its
	(c)	Objects of a class do no	t share	e codes of non-static
	(d)	None of these	-	
(x)		ich of the following feat ding?	ure is	also known as run-time binding or late
	(a)	Dynamic typing	(b)	Dynamic loading
	0	Dynamic kinding -	(d)	Data hiding
(a)				rite a program in C++ to add two integers of the help of function overloading. (2+5=7)
(b)	Dif	ferentiate between with	svitabl	le examples:
	(i)	Function everloading a	nd fur	action overriding
	(ii)	Static binding and dyn	amic b	binding. $(2 \times 4 = 8)$

3.	(a)	Define a class named Bank Account to represent following members:				
		Account Number				
		Name of Depositor				
		Account Type				
		Balance Amount SINA CHOWOHURY CENTRAL LIBIOUS				
		Member functions:				
		Initialize members				
		Deposit Amount				
		Withdraw Amount				
		Display Balance				
		Write a C++ program to test the Bank Account class for 5 customers. (8)				
	(b)	What is a friend function? Write a program to calculate the sum of two numbers and display the result using friend function. (2+5=7)				
4.	(a)	Write a program in C++ to demonstrate the use of abstract classes. (7)				
	(b)	What is an interface? Differentiate between class and interface with suitable examples written in C++. (2-6=8)				
5.	(a)	What is an exception? Illustrate how exceptions are handled in C++. (2-5=7)				
	(b)	What is a design pattern? Explain about the different types of design patterns used in software design. (2-6=8)				
6,	(a)	Explain the use of new and celete operator for memory management with a suitable example in C++. (6)				
	(b)	Write short notes on (any three):				
		(i) Access specifiers				
		(ii) Multiple Inheritance				
		(iii) Abstract data type (ADT)				
		(iv) Virtual function. $(3 \times 3 = 9)$				
7	(a)	What do you mean by the term generic programming? (2)				
	(b)	Write a program in C++ to add two numbers using class template. (6)				
	(c)	What is a stream? Describe briefly the features of I/O system supported by C++. (2+5=7)				