

				Sub	ject	Coc	le: k	COF	064
Roll No:									

## BTECH (SEM VI) THEORY EXAMINATION 2021-22 OBJECT ORIENTED PROGRAMMING

Time: 3 Hours Total Marks: 100

**Note:** Attempt all Sections. If you require any missing data, then choose suitably.

#### **SECTION A**

## 1. Attempt all questions in brief.

2\*10 = 20

Printed Page: 1 of 2

Q.no	Questions	Marks	CO
(a)	Define Object Oriented Programming.	2	1
(b)	Briefly define Encapsulation.	2	1
(c)	Define Classes under the Basic Structural Modeling.	2	2
(d)	Discuss about the Object Diagrams.	2	2
(e)	Briefly discuss about the Object Oriented Analysis.	2	3
(f)	What do you mean by Physical packaging?	2	3
(g)	What is the use of Scope resolution operator?	2	4
(h)	Define identifiers.	2	4
(i)	What do you understand by the Private and public members.	2	5
(j)	Discuss constructors and their types.	2	5

#### SECTION B

### 2. Attempt any *three* of the following:

10\*3 = 30

Q.no	Questions	Marks	CO
(a)	Explain in detail about the concept, its typesand application of	10	5
	Inheritance.		
(b)	Write short notes on the following:	10	2
	(i) C++ streams		
	(ii) Class Templates		
(c)	Differentiate between Object Oriented Programming and Procedural	10	3
	Programming? Write a program in C++ by creating a class of integers		
	and write a function that prints all the Prime numbers from the class.		
(d)	Describe events and states. How is a state diagram prepared? Explain	10	4
	by suitable examples.		
(e)	Define UML. Draw a UML diagram for the automation of training and	10	1
	placement office of any college. Make suitable assumptions if required		
	and explain them clearly.		

#### **SECTION C**

## 3. Attempt any *one* part of the following:

10\*1 = 10

Q.no	Questions	Marks	CO
(a)	What is Operator overloading? Discuss with the help of an example.	10	5
(b)	Explain about the Jackson Structured Development (JSD) in Object	10	2
	Oriented Analysis.		

	DAPER IF	1-420256	

				Sub	ject	Coc	le: F	COE	2064	
Roll No:										

### BTECH (SEM VI) THEORY EXAMINATION 2021-22 OBJECT ORIENTED PROGRAMMING

#### 4. Attempt any *one* part of the following:

10	*1	1 =	1	O

Printed Page: 2 of 2

Q.no	Questions	Marks	CO
(a)	Discuss about theObject identity and Information hiding under the	10	1
	Object Oriented Programming.		
(b)	Discuss about the concept of Passing arguments to methods using a	10	3
	suitable example.		

## 5. Attempt any *one* part of the following:

$$10*1 = 10$$

Q.no	Questions	Marks	CO
(a)	What do you mean by Exceptions? Explain with suitable examples.	10	4
(b)	Explain in detail about the concept, types and application of	10	5
	Polymorphism.		

#### 6. Attempt any *one* part of the following:

$$10*1 = 10$$

Q.no	Questions	Marks	CO
(a)	Describe the concept of Use cases, Use case Diagrams and Activity	10	2
	Diagrams in Basic Structural Modeling.		
(b)	What is the difference between link and association? Draw an object	10	1
	diagram to explain.	/	

# 7. Attempt any *one* part of the following:

#### 10\*1 = 10

Q.no	Questions	Marks	CO
(a)	Briefly discuss thefollowing.	10	3
	(i) Reusability		
	(ii) Extensibility		
	(ii) Robustness		
	(iv) Abstraction		
(b)	Write a program in C++ to differentiate between function overloading	10	4
	and function overriding.		