Tota	al No	[o. of Questions : 4] SEAT No. :	
PB	20	[Total No. of Pag	ges: 1
		S.E. (Electronics/E & TC Engineering) /	
		(Electronics & Computer Engineering) (Insem)	
		OBJECT ORIENTED PROGRAMMING	
		(2019 Pattern) (Semester - IV) (204194)	
Time	e : 1	[Max. Mark.	s:30
Inst		tions to the candidates:	
	1)	Answer Q.1 or Q.2, Q.3 or Q.4.	
	<i>2</i>) <i>3</i>)	Neat diagrams must be drawn wherever necessary. Figures to the right indicate full marks.	
	<i>4</i>)	Assume suitable data, if necessary.	
Q 1)	a)	What do you mean by overloading of a function? Explain with an exar	mnle
Q1)	α)	what do you mean by overloading of a function. Explain with all exal	[5]
	b)	Discuss the significance of Input/Output operators in C++.	[5]
	c)		
	<i>(</i>)	deallocation dynamically?	[5]
		OR OR	
Q2)	a)	Explain the procedure oriented programming and Object orie	ented
۷-/	u,	programming.	[5]
	b)		[5]
		i) Inheritance and	0
		ii) Polymorphism	
	c)		9151
	<i>C)</i>	22 Plant can by varie and by reference.	ار دام
(12)	(ه	Explain terms aloss and chiest also write the dealerstion conto	v for
Q 3)	a)	Explain terms class and object also write the declaration syntax both.	[5]
	b)		
	c)		[5]
	- /	OR OR	r- 1
Q4)	a)	What is Constructor? Explain types of constructors.	[5]
	b)		



Explain concept of static data members, static member functions in C++.

[5]

[5]

c)