Reg. No. : ☐☐☐☐☐☐☐☐☐☐☐☐

Question Paper Code: 1043192

B.E. / B.Tech. DEGREE EXAMINATIONS, NOV/ DEC 2024
Third Semester
Computer Science and Engineering
U20CS303 / U20IT302 – OBJECT ORIENTED PROGRAMMING
(Regulation 2020)
(Common to Information Technology)

Time: Three Hours   Maximum: 100 Marks

Answer ALL questions

PART – A   (10 x 2 = 20 Marks)

1.   What do you mean by friend function?

2.   How the pointers are represented in C++ with example?

3.   What is meant by Encapsulation?

4.   Which operator cannot be overloaded in C++?

5.   What is the syntax used for writing class template?

6.   Give the syntax for exception handling in C++? How many blocks are used?

7.   What are the two types of an exception specification?

8.   Define unexpected () function.

9.   Define File streams and list out them.

10.   List out the file streams in C++.

PART – B   (5 x 16 = 80 Marks)

11. (a) Explain about pointers and Functions in C++.   (16)

(OR)

(b) Write about Basic concepts of oops and Operators with example.   (16)

12. (a) What is the need for parameterized constructor? Explain the function of constructors with their declaration inside a class.   (16)

(OR)

(b) What is meant by function overloading? Write the rules associated with Function overloading. Give suitable example to support your answer?   (16)

13. (a) Explain all types Inheritance with example.   (16)

(OR)

(b) Analyze the differences between multilevel and hybrid inheritance. Which one is more beneficial in a large-scale application, and why?   (16)

14. (a) Explain about blocks of Exceptions with examples.   (16)

(OR)

(b) Given a piece of code that throws multiple exceptions, analyze the flow of control and explain how the try, catch, and finally blocks are executed.   (16)

15. (a) Explain Stream classes hierarchy with example.   (16)

(OR)

(b) Discuss the following.   (16)
        (i) Define File
        (ii) Mode of File
        (iii) Operations of File

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