



Student Name: _____ Roll# _____ Section: _____

1. Discuss a situation where you would prefer structural programming over OOP. [2]

2. Identify the (type of) error(s) in given program [5]

<pre>class A{ static int var1; const int var2=10; A(){} A(int i,int j) { var1=i; var2=j; } public: static void print() { cout<<var1<<endl; cout<<var2<<endl; } };</pre>	<pre>class B{ A obj1; static int sNo; public: void change(int x) { obj1.var1=x; } }; int A::sNo=0;</pre>	<pre>class C{ int a; int b; public: C(){} C(int i, int j) { a=i; b=j; } void print() { cout<<a<<b<<endl; } };</pre>	<pre>int main(){ A objA(9,10); B objB; C objC(9); objA.print(); objB.change(12); objC.print() return 0; }</pre>
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3. Given the following case description, identify all the classes and draw class diagram for each class. [3]

“The movies are rented out in stores and there are several stores. Each store has a unique distributor that supplies the store with tapes. Each distributor has a name, an address, and a phone number. Each store has a name, an address, and a phone number. For each customer we have to keep the following information: a name, an address, and a phone number (if any). About each tape we have to keep information in what condition the tape is and what movie is on the tape. About each movie we have to keep its title, director’s name, simple description, the name of a (multiple) major stars, the movie’s rating.”