Total No. of Questions : 4]

PC-447

SEAT No. : 33

[Total No. of Pages : 2

[6359]-568

S.E. (Computer Science and Engineering (Data Science)) (Insem)
OBJECT ORIENTED PROGRAMMING
(2019 Pattern) (Semester - III) (210643)

Time : 1 Hour]

[Max. Marks : 30

Instructions to the candidates :
1) Answer Q1 or Q2, Q3 or Q4.
2) Figures to the right side indicate full marks.
3) Drawn neat diagrams wherever necessary.
4) Assume Suitable data if necessary.

Q1) a) What is namespace? How to define namespace? Explain use of namespace with example. [5]

b) What is Constructor and Destructor? Illustrate with suitable Example. [5]

c) What are control structures? Explain different control structures with their respective syntax. [5]

OR

Q2) a) Illustrate the use of call by value & call by reference concept with suitable example. [5]

b) What is class and object? Differentiate between encapsulation and abstraction. [5]

c) Explain the concepts default constructor, parameterized constructer and destructor and write a program which uses them. [5]

Q3) a) Explain different types of inheritance with diagrams & syntax. [5]

b) Explain new and delete with an example. [5]

c) Write a note on ambiguity problem in multiple inheritance with suitable example. [5]

P.T.O.

OR

Q4) a) Explain function pointer concept with an example. [5]

b) Illustrate abstract class with example? [5]

c) Explain use of virtual base class with example. [5]

⌘⌘⌘