

- Q.28 How are the elements of one dimensional array stored and accessed
- Q.29 What is union? What is the difference between union and structure.
- Q.30 Write a short note on:
- Abstract base classes
 - pure virtual functions
- Q.31 Explain the difference between actual arguments and formal arguments
- Q.32 What are the limitations of operator overloading.
- Q.33 Briefly describe the following :
- Static function
 - Friend function and its characteristics
- Q.34 Explain the components of a file
- Q.35 Explain dynamic binding with the help of an example. Write down its 2 advantages and 1 disadvantage

SECTION-D

- Note:** Long answer type questions. Attempt any two questions out of three questions. (2x10=20)
- Q.36 Define pointers. How the arguments are passed in a function using pointers. Explain with the help of suitable program in C++.
- Q.37 Write a short note on
- Inheritance
 - Polymorphism.
- Q.38 Write a program in C++ to overload arithmetic operators

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4th Sem / Comp, IT Subject:- Object Oriented Programming Using C++

Time : 3Hrs.

M.M. : 100

SECTION-A

Note: Multiple choice questions. All questions are compulsory (10x1=10)

- Q.1 Which is not feature of OOP in general definitions?
- Code
 - inheritance
 - Abstraction
 - Duplicate / Redundant data
- Q.2 What is the other name used for functions inside a class?
- Member variables
 - Member functions
 - Class functions
 - Class variables
- Q.3 Which of the following is an entry-controlled loop?
- for
 - while
 - do-while
 - both while and for
- Q.4 What is dynamic binding?
- The process of linking the actual code with a procedural call during run-time
 - The process of linking the actual code with a procedural call during compile-time

- c) The process of linking the actual code with a procedural call at any-time
 - d) All of the mentioned
- Q.5 Which of the following approach is used by C++?
- a) Top-down b) Bottom-up
 - c) left-right d) Right-left
- Q.6 How many types of polymorphism are there in C++?
- a) 1 b) 2
 - c) 3 d) 4
- Q.7 Which operator is overloaded for a cout object?
- a) >> b) <<
 - c) < d) >
- Q.8 Which concept is used to implement late binding?
- a) virtual functions b) Operator functions
 - c) Constant functions d) Static functions
- Q.9 Which of the following is not a type of inheritance?
- a) Multiple b) Multilevel
 - c) Distributive d) Hierarchical
- Q.10 Which members are inherited but are not accessible in any case?
- a) Private
 - b) Public
 - c) Protected
 - d) Both private and protected

SECTION-B

Note: Objective type questions. All questions are compulsory. (10x1=10)

- Q.11 Write the syntax of do-while loop
- Q.12 What is function prototype
- Q.13 Define the continue statement
- Q.14 Define Stream
- Q.15 What are constant member functions
- Q.16 Define the term message passing
- Q.17 What are the two types of parameters
- Q.18 When constructor is called
- Q.19 What are actual arguments
- Q.20 Write the syntax to call the function of the class.

SECTION-C

Note: Short answer type questions. Attempt any twelve questions out of fifteen questions. (12x5=60)

- Q.21 Explain overloading of binary operators with suitable example.
- Q.22 Write a program in C++ illustrating the concept of pointers.
- Q.23 Write a program in C++ illustrating the concept of for loop.
- Q.24 What is friend function and write its characteristics
- Q.25 What are pure virtual functions. How are they declared
- Q.26 Write down the advantages of using functions in a program
- Q.27 Describe in brief the following terms:
 - a) scope resolution operator
 - b) macros