

- Q.28 Write a short note on MDI.  
Q.29 Discuss in brief about VC++ developer studio.  
Q.30 How a class is created in visual C++ explain.  
Q.31 Write a short note on operator overloading.

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- Q.32 Differentiate between constructor and Destructor.  
Explain with the help of example.  
Q.33 Write a short note on VC++ Building tool  
Q.34 Differentiate between Base Class & Derived Class  
with example.  
Q.35 What are Dynamic Menus? How can we add an item  
to a Menu.

Time : 3Hrs. M.M. : 100

### SECTION-A

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

- Q.1 Which of the following is C++ equivalent for scanf()  
a) cin b) cout  
c) print d) input
- Q.2 Which keyword is used to handle the exception?  
a) Try b) Throw  
c) Catch d) None of the above
- Q.3 Which operation is used as Logical ‘AND’  
a) Operator-& b) Operator - II  
c) Operator - && d) Operator +
- Q.4 Default constructor has \_\_\_\_\_ arguments.  
a) No argument b) One argument  
c) Two arguments d) None of these
- Q.5 Visual C++ is \_\_\_\_\_ based language:  
a) GUI b) CUI  
c) Both a and b d) None of these
- Q.6 Inheritance allow in C++ Program?

### SECTION-D

- Note:** Long answer type questions. Attempt any two questions out of three questions. (2x10=20)
- Q.36 Explain the concept of class and object in detail with the help of examples.  
Q.37 What is exception Handling in C++. What are the various ways to handle an exception. Explain.  
Q.38 What is a Dialog Box? Explain the various steps for using a dialog Box in your application.

- a) Class Re-usability
  - b) Creating a hierarchy of classes
  - c) Extendibility
  - d) All of the above
- Q.7 Events are occurred in any windows application when user \_\_\_\_\_  
a) Move mouse pointer b) Click mouse  
c) Pressing a key d) All of these
- Q.8 Microsoft Windows has the following windows elements:  
a) Toolbar                  b) Menus  
c) Dialog boxes            d) All of these
- Q.9 \_\_\_\_\_ is used to link or embed object, display and manipulate data from other windows based applications.  
a) OLE.                      b) DLE.  
c) MLE.                      d) CLE.
- Q.10 Which operator is used for dynamic allocation of an object from free storage in C++.  
a) this                      b) static  
c) new                        d) delete

### **SECTION-B**

- Note:** Objective type questions. All questions are compulsory. (10x1=10)
- Q.11 How many types of exception handling is supported in VC++.

- Q.12 What do you mean by List Box.
- Q.13 Differentiate between SDI and MDI
- Q.14 GUI stands for \_\_\_\_\_.
- Q.15 What are active-x controls in VC++?
- Q.16 What is use of do-while?
- Q.17 Name of constructor should be same as that of class.  
(True/False)
- Q.18 Name any two operators that can not be overloaded.
- Q.19 Whether Visual C++ is a case sensitive language?
- Q.20 OLE means \_\_\_\_\_.

### **SECTION-C**

- Note:** Short answer type questions. Attempt any twelve questions out of fifteen questions. (12x5=60)
- Q.21 Explain:  
a) Data Abstraction  
b) Data Encapsulation
- Q.22 Write some important key properties for Edit Box Control.
- Q.23 Explain tool bar in brief.
- Q.24 Mention the advantages and disadvantages of VC++ over other languages
- Q.25 Write a short note on adding message handling function
- Q.26 Explain Runtime and Template Libraries in VC++.
- Q.27 What is a Scroll Bar? Explain vertical and Horizontal scroll Bar?