

- Q.31 What is the need of preprocessor directive.  
 Q.32 What is a class. How does it accomplish data hiding.  
 Q.33 Explain the virtual base class.  
 Q.34 Write a program in C++ to display first 10 prime numbers.  
 Q.35 Write a short note on.  
     a) Message passing    b) Dynamic binding

### **SECTION-D**

- Note:** Long Answer type question. Attempt any two questions. (2x10=20)
- Q.36 Describe the following terms with an examples of each:-  
     a) Scope resolution operator  
     b) Macros  
     c) This pointer  
     d) Abstract base class
- Q.37 Discuss the benefits and applications of object oriented programming.
- Q.38 What is the need of operator overloading? Overload any relational operator using operator overloading function.

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**4th Sem / Computer  
Subject : O.O.P. Using C++**

**Time : 3 Hrs.**

**M.M. : 100**

### **SECTION-A**

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

- Q.1 Which of the following is an exit-controlled loop?  
     a) for                          b) while  
     c) do-while                    d) all of the mentioned
- Q.2 Which of the following is C++ equivalent for scanf()?  
     a) cin                        b) cout  
     c) print                     d) input
- Q.3 What is the size of a boolean variable in C++?  
     a) 1 bit                    b) 1 byte  
     c) 4 bytes                d) 2 bytes
- Q.4 What is static binding?  
     a) The process of linking the actual code with a procedural call during run-time.  
     b) 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 is not a type of Constructor?

## **SECTION-B**

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

- Q.11 Define variable.  
Q.12 Write the use of delete operator.

- Q.13 Name one operator that cannot be overloaded.
  - Q.14 Write down the use of endl.
  - Q.15 What is the use of pointers in C++.
  - Q.16 Define Cin and Cout.
  - Q.17 Define inheritance.
  - Q.18 What is private data.
  - Q.19 Define destructor.
  - Q.20 What is compile time polymorphism.

## **SECTION-C**

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

- Q.21 Define control flow statement. Also write a program to check whether the given number is odd or even using it.
  - Q.22 What down the differences between uses defined and built in functions.
  - Q.23 What is the difference between while loop and do while loop.
  - Q.24 What are virtual destructor. How do they differ from normal destructor.
  - Q.25 What are the steps involved for opening a file.
  - Q.26 Explain the usage of public, private and protected access modifiers for members in inheritance.
  - Q.27 Define pointers. How the arguments are passed in a function using pointers.
  - Q.28 What is the benefit of declaring a function as inline.
  - Q.29 What are the different methods of calling a function.
  - Q.30 List the five benefits of OOPs.