

GLS UNIVERSITY
FACULTY OF COMPUTER APPLICATIONS & IT
SUBJECT: Introduction to Object Oriented Programming
BCA Sem – II
Theory Assignment – I

Note: Student can attach print out for all the questions except question 7.
Take Print out and fill answer in it and submit to corresponding faculty.

Q-1 Fill in the Blanks.

1. Collection of commands is called _____.
2. Collection of object is called _____.
3. When one task is performed by different ways is known as _____.
4. _____ refers to providing only essential information to the outside world and hiding their background details.
5. In C++ data types(variables) are called _____.
6. In C++ the functions are called _____.
7. Cout is an _____ statement.
8. >> is called _____ bitwise operator.
9. Floating point numbers stored in float variable are called _____ numbers.
10. << is called _____ bitwise operator.

Q-2 True or False

1. Class is a blueprint or structure.
2. Hiding internal details and showing functionality is known as _____.
3. Wrapping code and data together into a single unit is known as encapsulation.
4. Private members of the class cannot be accessed outside the class.
5. Dot operator is used to access the members of the class.
6. Cin is an output statement.
7. C++ is a low level language.
8. POP program is difficult to relate with real world scenario.
9. Fortran, COBOL and C are called high level programming languages.
10. String literal is by default added with a special character \n null character which denotes the end of the string.
11. const is a keyword in c++ and which is used declare constant.
12. class is a keyword in c++ and which is used to define class.
13. #define PI 3.142 is an example definition section within structure of C++ program.
14. Inheritance provides code re-usability.
15. Object is an instance of a class.

Q-3 Put check mark on correct answer.

1. Class is a _____ type of data type.
{User defined, derived, built-in, none of these}
2. When global variables and local variables are having same name then to access global variables in a scope of local variable's context _____ operator is used.
{Scope Resolution, colon, comma, dot}
3. Class variables have _____ access specifiers by default.
{public, protected, private, no one}
4. what will be the output of sizeof(long long int) in C++?
{8, 4, 10or12, 2}
5. Which punctuation ends most lines of C++ code?
{ ; , : , \n }
6. Which of the following is a valid class declaration?
{ class A { int x; }; , class B { } , public class A { } , object A { int x; }; }

Q-4 Give answer for following questions.

1. C++ was developed by Bjarne Stroustrup at Bell Labs in { }.
2. Every program in C++ has one function, always named { }, that is always called when { your program first executes.
3. right shift bitwise >> is called { } operator.
4. left shift bitwise << is called { } operator.
5. In C++ data types(variables) are called { }
6. In C++ the functions are called { }
7. Hexadecimal integer constant is preceded by { }
8. Octal integer constant is preceded by { }
9. In POP Importance is given to { } rather than the data.
10. Collection of commands is called _____. { }
11. Object is an instance of a { }
12. To give effect of carriage return /new line { } is used

Q-5 Math the following.

1. Match each data type with its size in memory:

int	2
short int	
long int	4
short	
long	8
long long int	
float	10 or 12
double	
char	1
bool	
long double	2 or 4

2. Match the following lines with their corresponding features:

One name many forms	Encapsulation
Wrapping up data and functions in a single unit.	Abstraction
Including only essential things	Inheritance
Parent and Child class Relationship	Polymorphism

3. Match the following lines with their corresponding access modifier names:

only class	Protected
class plus extended class both can share	Public
outside class and anywhere in file	Private

Q-6 Define Following in one or two line.

1. Class
2. Object
3. Data Type

4. Variable
5. Keyword
6. Preprocessor Directives
7. endl
8. Cout
9. Cin
10. Inheritance
11. Polymorphism
12. Abstraction
13. Encapsulation
14. Private
15. Protected
16. Public
17. Bool
18. String
19. Const
20. Comments

Q-7 Answer the following questions:

1. What is Procedural Programming Language?
2. List and explain features of OOPs.
3. Explain the basic structure of C++ program.
4. Differentiate Procedural Programming Language and Object Oriented Programming.
5. Explain various data types available in C++.
6. Explain the concept of Keywords and Tokens.
7. Explain the types of Constants with example.
8. What is comment? Explain types of comments.
9. Explain Input/Output statements in C++.
10. Explain the concept of variables and rules while defining variables.
11. Write two or three names for each type of language (low, middle and high)
12. List and explain disadvantages of Procedural Programming Language.
13. List user define data types names.
14. List derived data type names.
15. List some new keywords available in C++.
16. List advantages of Object Oriented Programming Language.
17. Explain Scope Resolution Operator.
18. Explain Reference variable.

Note: All the students have to attempt Q-1, Q-2, Q-3, Q-4, Q-5, Q-6 compulsory. Attempt Q-7 in following sequence:

Roll No.	Question No.
A01 to A15, B01 to B15, C01 to C15	1,10,13,5
A16 to A30, B16 to B30, C16 to C30	2,9,14,6
A31 to A45, B31 to B45, C31 to C45	3,8,15,7
A46 to A60, B46 to B60, C46 to C60	4,7,16,12
A61 to A75, B61 to B75, C61 to C75	5,6,12,1
A76 to A90, B76 to B90, C76 to C90	16,5,10,9
A91 to A105, B91 to B105, C91 to C105	7,4,10,3
A106 onwards, B106 onwards, C106 onwards	8,3,11,15