



S.E. (Comp) (Semester – III) Examination, November/December 2009
BASICS OF C++

Duration : 3 Hours

Total Marks : 100

- Instructions:** 1) Answer *five* questions by selecting atleast *one* from *each* Module.
2) Write the code using C++ language.
3) Make appropriate assumptions *wherever* necessary.

MODULE – I

1. a) List and explain the 5 skills a Software developer should possess besides the ability to write Software. 5
b) List the basic data types of C++ along with their bytes of memory occupied and their minimal precision. 4
c) Write a C++ program that asks the user to input a character using the ASCII character set as a guide, state whether the users character is a digit (0 to 9), a letter (a to z or A to Z) or a symbol. 7
d) How does a constant defined by “const” differ from constant defined by preprocessor statement #define ? 4
2. a) Write a C++ program for computing factorial of a number using while loop. 5
b) Describe the basic steps in designing and building Software. 5
c) List the different operators and their precedence in C++. 5
d) Explain the concept of object oriented. Use suitable examples. 5

MODULE – II

3. a) Explain the address operator ‘&’ and how it can be used with pointers. Use example if required. 3
b) Differentiate between call by value and call by reference. 6
c) Write a C++ program that creates an array of size ‘n’, and perform insertion, deletion and searching operations on that array. 7
d) Which are three basic statements required for every function in C++ ? Use example and explain. 4

P.T.O.



- | | |
|--|---|
| 4. a) What is a file ? What are the steps involved in manipulating a file in a C++ program ? | 4 |
| b) Explain the basic format of a function in C++. Illustrate with an example. | 4 |
| c) Write a program to swap two numbers using pointers and functions. | 6 |
| d) List and explain various character string functions used in C++. | 4 |
| e) Mention the uses of pointers in C++. | 2 |

MODULE – III

- | | |
|---|---|
| 5. a) Write a program to multiply matrices of integer and floating point type using function overloading. | 6 |
| b) Write a program to subtract two complex numbers. | 5 |
| c) What is output of following program ? | 5 |

```
#include <iostream.h>
```

```
int count = 0 ;
```

```
class sample
```

```
{
```

```
public : sample () ;
```

```
~sample () {cout <<"destroying object" <<endl ;}
```

```
};
```

```
Sample :: Sample ()
```

```
{count ++ ; cout <<"object no" <<count<<"is created"
```

```
<< endl;}
```

```
sample a ;
```

```
void funct ()
```



```

{
    sample p ;
    cout <<"inside function" << endl ;}

```

```

int main ()

```

```

{ cout <<"entry"<<endl;
  sample a,b; funct (); return 0;}

```

d) Explain how symbolic constants can be created using enumerated data type with example. 4

6. a) Discuss memory requirements for classes, objects, data member, member function, static and non static data members, with examples. 6

b) Write a C++ program using classes to calculate the pay structure for various employees in a Software Company. Provide facility to print salary slip of particular employee. 8

c) Explain with suitable examples different class relationship. 6

MODULE - IV

7. a) Differentiate between errors and exceptions with suitable examples. 4

b) What is multiple inheritance ? Write program to illustrate the same. 8

c) How is dynamic binding achieved ? State rules for defining virtual function. 8

8. a) Give output of following program : 4

```

#include <iostream.h>

```

```

Class A

```

```

{

```

```

    int a;

```

```

    public : A ();

```

```

    A(int x) {a=x;cout<<a<<endl;}

```

```

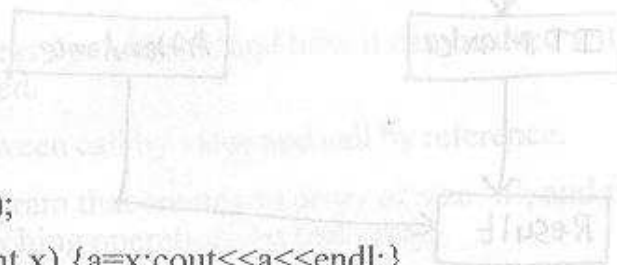
};

```

```

class B

```





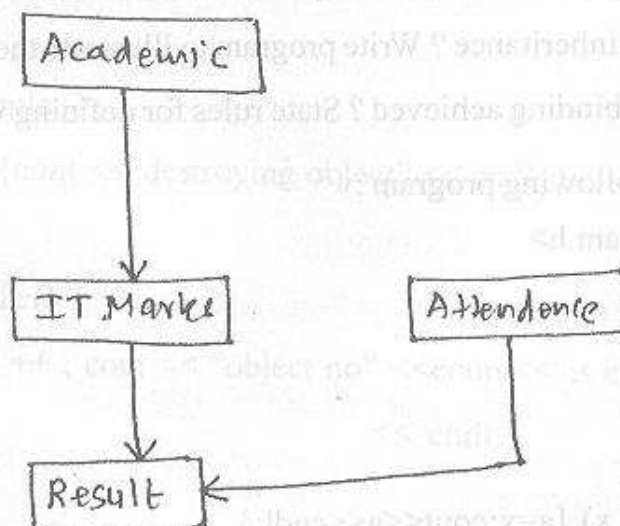
```

    {
        int b, c;
        public : B () {}
        B(int y, int z) {b=z; c=y; cout<<b<<c<<endl;}
    };
class C : public B, public A
{
    int s;
    public : C(int a, int b, int c) : A(b), B(a, c)
        { s = c+2; cout<<s<<endl;}
};
int main()
{
    C c1(10, 20, 30);
    return 0;
}

```

b) Explain different types of polymorphism. 3

c) Implement following inheritance and provide suitable facilities. 8



d) Write program to input numbers in the array and handle exception if user tries to access array out of bound. 5