



COMP 4 – 6 (RC)

S.E. (Comp.) (Semester – IV) (Revised 07 – 08) Examination, May/June 2010 OBJECT ORIENTED PROGRAMMING AND DESIGN USING C++

Duration : 3 Hours

Total Marks : 100

Instructions : 1) Answer any five questions by selecting at least one from each Module.

2) Make suitable assumptions if required.

MODULE – I

1. a) Create a class "complex" that enables operations on complex numbers : 12

i) Overload the subtraction and addition operator to enable subtraction and addition of 2 complex number.

ii) Overload the ">>" and "<<" operator to enable input and output of complex numbers.

Write a C++ program to test your class.

b) When do we use the protected visibility specifier to class member ? Explain with an example. 5

c) Explain the purpose of the following istream member functions : 3

i) peek

ii) putback

iii) ignore.

2. a) What is multiple inheritance ? Write a C++ program to illustrate the same. 8

b) Write a C++ program to display a number, its SQUARE and SQUARE ROOT, in the tabular format shown below : 4

NUMBER SQUARE SQUAREROOT

1*****1*****1

2*****4*****1.4142

c) Write a C++ program to overload "+" operator as a post-increment and Pre-increment operator. 6

d) Differentiate between the following functions getline() and read(). 2

P.T.O.



MODULE – II

3. a) Write a C++ program to perform 'binary search' on integers and floating point numbers using template functions. 8
- b) What are Exceptions ? Explain the basic exception handling mechanism available in C++. 6
- c) Write a C++ program to create a sequential file and read data from it. 6
4. a) What is a file mode ? Explain the various file modes in C++. 4
- b) Write a class template to implement a stack and test it. 8
- c) Write a C++ program with the following : 8
 - i) A function to read two double type numbers from keyboard
 - ii) A function to calculate the division of the two numbers
 - iii) A try block to detect and throw an exception if the condition "divide by zero" occurs
 - iv) Appropriate catch block to handle the exception thrown.

MODULE – III

5. a) Explain the following : 6
 - i) #error
 - ii) #pragma
 - iii) #include.
- b) Write a C++ program that will read a line of text containing more than 6 words and then replace all the blank spaces with an underscore. 6
- c) Re-Implement the program using STL list : 8

Some member functions of list class are
begin, clear, empty, end, erase, insert, pop_back, pop_front, push_back, remove, swap.
6. a) What is the difference between C++ string and C-style char* string ? Write a C++ program to convert C-style char strings to C++ strings. 8
- b) Explain # define preprocessor directive as symbolic constant give examples. 6
- c) List the various components of STL and explain each of them in brief. 6



MODULE – IV

7. a) Draw an Use Case diagram for a library system. 6
- b) Explain the concept of Generalization with respect to class diagrams. Give an example. 6
- c) With help of an example, show the following elements in a state diagram : 8
- i) Transition
 - ii) Start
 - iii) Activity
 - iv) State
 - v) Self Transition.
8. a) Consider a scenario for the normal operation of an ATM (i.e. a customer inserts a card, enters his/her PIN, enters the amount, takes the card and the money). Sketch a state diagram for the the above scenario with 2 technical errors. 8
- User enters wrong PIN number once or 3 times
 - ATM does not have enough money.
- b) Draw a use case diagram for a scenario of buying a product on web-based online store. Assume necessary information. 7
- c) Write a note on Visibility in Class Diagrams. 5