**Roll No…………….. Total No. of Pages:……**

**ST-2 (SET-I)**

**4th SEMESTER 2022-23**

**22CS006- Object Oriented Programming**

**Time allowed: 90 Minutes Max. Marks: 40**

**General Instructions:**

* **Follow the instructions given in each section.**
* **Make sure that you attempt the questions in order.**

**SECTION-A (10\*1 mark=10 marks)**

***(All questions are compulsory)***

1. What is the correct syntax to declare a class in C++?
   1. **class MyClass;**
   2. class MyClass()
   3. class() MyClass
   4. MyClass class
2. In C++, an object is:
   1. **An instance of a class**
   2. A method in a class
   3. A variable inside a class
   4. A function returning a value
3. Which access specifier allows members to be accessed by any code in the program?
   1. **public**
   2. private
   3. protected
   4. global
4. What is the purpose of inheritance in C++?
   1. To create new classes
   2. To hide data members
   3. **To reuse and extend the functionality of existing classes**
   4. To create private members
5. What is the other name used for functions inside a class?
   1. Member variables
   2. **Member functions**
   3. Class functions
   4. Class variables
6. A constructor in C++:
   1. **Is automatically called when an object is created**
   2. Is used to destroy objects
   3. Can be inherited from a base class
   4. Is used to allocate memory for an object
7. How many constructors can a class have in C++?
   1. Only one default constructor
   2. Only one parameterized constructor
   3. Multiple default constructors
   4. **Multiple constructors with different parameters**
8. What is the purpose of a destructor in C++?
   1. To create objects
   2. **To deallocate memory and perform cleanup before an object is destroyed**
   3. To initialize class members
   4. To overload operators
9. Which operator is overloaded for a cout object?
   1. >>
   2. **<<**
   3. <
   4. >
10. What is the access specifier used by default for class members in C++?
    1. public
    2. **private**
    3. protected
    4. static

**SECTION-B (5\*2 mark=10 marks)**

***(All questions are compulsory)***

1. Which of the following feature of OOPs is not used in the following C++ code?

class A{

int i;

public:

void print() {cout << "hello" << i;}

}

class B : public A{

int j;

public:

void assign (int a ) {k = a;}

}

a) Abstraction

b) Encapsulation

c) Inheritance

d) **Polymorphism**

1. What is the output of the following code?

#include <iostream>

using namespace std;

class Base {

public:

Base() { cout << "Base constructor" << endl; }

~Base() { cout << "Base destructor" << endl; }

};

class Derived : public Base {

public:

Derived() { cout << "Derived constructor" << endl; }

~Derived() { cout << "Derived destructor" << endl; }

};

int main() {

Base\* ptr = new Derived();

delete ptr;

return 0;

}

**a) Base constructor, Derived constructor, Derived destructor, Base destructor**

b) Derived constructor, Base constructor, Base destructor, Derived destructor

c) Base constructor, Derived constructor, Base destructor

d) Derived constructor, Base destructor

1. What will be the output of the following C++ code?

#include <iostream>

#include <string>

using namespace std;

class complex

{

int i;

int j;

public:

complex(){}

complex(int a, int b)

{

i = a;

j = b;

}

complex operator+(complex c)

{

complex temp;

temp.i = this->i + c.i;

temp.j = this->j + c.j;

return temp;

}

void show(){

cout<<"Complex Number: "<<i<<" + i"<<j<<endl;

}

};

int main(int argc, char const \*argv[])

{

complex c1(1,2);

complex c2(3,4);

complex c3 = c1 + c2;

c3.show();

return 0;

}

**a) Complex Number: 4 + i6**

b) Complex Number: 2 + i2

c) Error

d) Segmentation fault

1. Using friend operator function, following perfect set of operators may not be overloaded.

**a) = , ( ) , [ ] , ->**

b) <<, = = , [ ] , >>

c) ?, = , ( ) , ++

d) None of these

1. Which of the following statements are not true about destructor?

1. It is invoked when object goes out of the scope

2. Like constructor, it can also have parameters

3. It can be virtual

4. It can be declared in private section

5. It bears same name as that of the class and precedes Lambda sign.

a) Only 2, 3, 5

b) Only 2, 3, 4

**c) Only 2, 4, 5**

d) Only 3, 4, 5

**SECTION-C(Coding Question) (2x5 marks=5 marks)**

Q16) You have given a string. Write a function that reverses a string using a stack data structure.

**Input :** hello

**Output:** olleh

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Test Case 1** | **Test Case 2** | **Test Case 3** |
| **Input** | JAVA | Stack Overflow | Pune |
| **Output** | AVAJ | wolfrevO kcatS | enuP |

Solution :

**#include <stdio.h>**

**#include <string.h>**

**#define MAX\_SIZE 100**

**char stack[MAX\_SIZE];**

**int top = -1;**

**void push(char ch) {**

**//check for stack is full or not**

**if (top == MAX\_SIZE - 1) {**

**printf("Stack Overflow\n");**

**return;**

**}**

**//push element to stack**

**stack[++top] = ch;**

**}**

**char pop() {**

**//check for stack is empty or not**

**if (top == -1) {**

**printf("Stack Underflow\n");**

**return -1;**

**}**

**//remove element from top of the stack**

**return stack[top--];**

**}**

**void reverseString(char\* str) {**

**int len = strlen(str);**

**//push all characters of the string one by one**

**for (int i = 0; i < len; i++)**

**push(str[i]);**

**//pop all characters of the string one by one and store in same string**

**for (int i = 0; i < len; i++)**

**str[i] = pop();**

**//after this, str will contain reversed string**

**}**

**int main() {**

**char str[100];**

**printf("Enter a string: ");**

**scanf("%[^\n]%\*c", str);**

**printf("Original string: %s\n", str);**

**reverseString(str);**

**printf("Reversed string: %s\n", str);**

**return 0;**

**}**

Q17) You are tasked with developing a program that performs number swapping using macros.

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Test Case 1** | **Test Case 2** | **Test Case 3** |
| **Input** | 5 10 | 18 93 | 9 7 |
| **Output** | Before swap: x = 5, y = 10  After swap: x = 10, y = 5 | Before swap: x = 18, y = 93  After swap: x = 93, y = 18 | Before swap: x = 9, y = 7  After swap: x = 7, y = 9 |

Solution :

**#include <stdio.h>**

**#define SWAP(a, b) do { \**

**int temp = (a); \**

**(a) = (b); \**

**(b) = temp; \**

**} while (0)**

**int main() {**

**int x = 5, y = 10;**

**printf("Before swap: x = %d, y = %d\n", x, y);**

**SWAP(x, y); //cal SWAP Macro**

**printf("After swap: x = %d, y = %d\n", x, y);**

**return 0;**

**}**

**SECTION-D (Coding Question)(1x10 mark=10 mark)**

Q18) You are given an array of integers nums, there is a sliding window of size k which is moving from the very left of

the array to the very right. You can only see the k numbers in the window. Each time the sliding window moves right by one position.

Return the max sliding window.

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Test Case 1** | **Test Case 2** | **Test Case 3** |
| **Input** | [1,3,-1,-3,5,3,6,7], k = 3 | [2, 3, 0, -6, 4, 3], k = 3 | [2, 3, 0, -6, 4, 3], k = 2 |
| **Output** | [3,3,5,5,6,7] | [3,3,4,4] | [3,3,0,4,4] |

Solution :

**#include<stdio.h>**

**#include<stdlib.h>**

**#define MAX\_SIZE 100**

**int adjMatrix[MAX\_SIZE][MAX\_SIZE];**

**int visited[MAX\_SIZE];**

**struct queue**

**{**

**int size;**

**int f;**

**int r;**

**int\* arr;**

**};**

**//check if queue is empty**

**int isEmpty(struct queue \*q){**

**if(q->r==q->f){**

**return 1;**

**}**

**return 0;**

**}**

**//check if queue is full**

**int isFull(struct queue \*q){**

**if(q->r==q->size-1){**

**return 1;**

**}**

**return 0;**

**}**

**//add element in queue**

**void enqueue(struct queue \*q, int val){**

**if(isFull(q)){**

**printf("This Queue is full\n");**

**}**

**else{**

**q->r++;**

**q->arr[q->r] = val;**

**// printf("Enqued element: %d\n", val);**

**}**

**}**

**//remove element from queue**

**int dequeue(struct queue \*q){**

**int a = -1;**

**if(isEmpty(q)){**

**printf("This Queue is empty\n");**

**}**

**else{**

**q->f++;**

**a = q->arr[q->f];**

**}**

**return a;**

**}**

**void BFS(int start,int numVertices){**

**// Initializing Queue (Array Implementation)**

**struct queue q;**

**q.size = 400;**

**q.f = q.r = 0;**

**q.arr = (int\*) malloc(q.size\*sizeof(int));**

**// BFS Implementation**

**int node;**

**printf("%d ", start);**

**visited[start] = 1;**

**enqueue(&q, start); // Enqueue i for exploration**

**while (!isEmpty(&q))**

**{**

**int node = dequeue(&q);**

**for (int j = 0; j < numVertices; j++)**

**{**

**if(adjMatrix[node][j] ==1 && visited[j] == 0){**

**printf("%d ", j);**

**visited[j] = 1;**

**enqueue(&q, j);**

**}**

**}**

**}**

**}**

**int main(){**

**int numVertices;**

**printf("Enter the number of vertices: ");**

**scanf("%d", &numVertices);**

**printf("Enter the adjacency matrix:\n");**

**for (int i = 0; i < numVertices; i++) {**

**for (int j = 0; j < numVertices; j++) {**

**scanf("%d", &adjMatrix[i][j]);**

**}**

**}**

**// Initialize visited array**

**for (int i = 0; i < numVertices; i++) {**

**visited[i] = 0;**

**}**

**int startVertex;**

**printf("Enter the starting vertex: ");**

**scanf("%d", &startVertex);**

**BFS(startVertex, numVertices);**

**return 0;**

**}**