

Roll No.

Total No. of Questions : 9]
(1109)

[Total No. of Printed Pages : 4

**BCA UG (CBCS) RUSA IIIrd Semester
Examination**

3603

**OBJECT ORIENTED PROGRAMMING WITH
C++**

BCA-0304

Time : 3 Hours]

[Maximum Marks : 70

Note :- Attempt *five* questions in all. Question No. 1 (Part A) is compulsory containing 10 fill in the blanks of 1 mark each and *five* short answer questions of 4 marks each. Select *one* question each from Part-B, C, D and E.

Part-A

(Compulsory Question)

1. Fill in the blanks :

- (i) OOPs follow approach in program design.

C-743

(1)

Turn Over

- (ii) In OOPs the emphasis is on whereas in POP the emphasis is on
- (iii) are the basic run time entities in object oriented system.
- (iv) The process of making an operator to exhibit different behaviours in different instances is known as
- (v) In C++, explicit type conversion of variables or expression is permitted by using operator.
- (vi) Bool takes a value or
- (vii) The qualifier used to declare constants in C++ is
- (viii) Identifiers refers to the names of functions, arrays, classes etc.
- (ix) A class can have both and as members.
- (x) A is a special member function whose task is to initialize the objects of its class.

C-743

(2)

1x10=10

- Short Answer Type (Questions (25 to 50 words) :
- (i) What is a class ? Explain.
- (ii) What do you mean by Dynamic binding ?
- (iii) What are keywords in C++ ?
- (iv) What is scope resolution operator ? Explain.
- (v) What does inheritance means in C++ ? 4x5=20

Part-B

Unit-I

2. Explain how an Object Oriented Programming Language such as C++ differs from procedure oriented programming language such as C ? 10
3. With the help of an example describe the major parts of a C++ program. 10

Part-C

Unit-II

4. (a) Write a program to print all prime numbers less than 100.
- (b) Write the syntax of the switch statement. 5+5=10
5. (a) What is function prototyping ? Explain.
- (b) What is the main advantage of passing arguments by reference ? Explain. 5+5=10

C-743

(3)

Turn Over

Part-D

Unit-III

6. (a) What is a Constructor ? Is it compulsory to use constructor in a class ? Explain.

(b) Arrays are called derived data types. Explain.

7. Write a program for addition of two matrices.

3+3+4=10

10

6670 (57) 867

18.7 (6.7)

Part-E

Unit-IV

8. (a) What is Operator Overloading ? Explain.

(b) What are unary operators ? Explain with the help of examples.

5+5=10

9. What are the different forms of inheritance ? Explain briefly.

10