



PBB-003-004302

Seat No. _____

B. Sc. (I. T.) (Sem. III) Examination

November / December - 2018

CS - 14 : Object Oriented Programming with C++

Faculty Code : 003

Subject Code : 004302

Time : $2\frac{1}{2}$ Hours]

[Total Marks : 70

1 Answer the following questions with proper answers : 20

- (1) C++ was developed by _____.
- (2) What is recursion ?
- (3) List the types of Constructor.
- (4) List the type of Inheritance supported in C++.
- (5) Give the two operator names which are not over loaded.
- (6) Which access specifier/s can help to achieve data hiding in C++ ?
- (7) A constructor that accept no parameter is called _____.
- (8) Which Stream object are available as default in C++ program ?
- (9) << is _____ operator and >> is _____ operator.
- (10) Operator overloading is _____ type of polymorphism.
- (11) Which function is used to move the stream pointer for the purpose of reading data from stream ?
- (12) Which header file is required to use different types of manipulator in program ?
- (13) The constructor is call whenever _____.
- (14) Which operator is used to inherit another class ?
- (15) List types of polymorphism.
- (16) What is the role of file operating mode ios::in ?
- (17) _____ is memory release operator in C++ ?

- (18) _____ is used in destination class for basic to class type conversion.
- (19) What is dynamic initialization of objects ?
- (20) Friend function can declare in public section only. (True/False)

- 2** (a) Attempt any **three** : **6**
- (1) Define Iterators and Container.
 - (2) Explain File Modes
 - (3) Explain difference between Static and Constant keyword.
 - (4) Explain Multilevel inheritance with its diagram and syntax.
 - (5) Explain this pointer with suitable example.
 - (6) Write down rules for virtual functions.
- (b) Attempt any **three** : **9**
- (1) Explain Command line arguments with suitable example.
 - (2) Explain Sequential I/O operations with suitable example.
 - (3) Discuss in detail about object oriented paradigm.
 - (4) Explain Rules for Operator Overloading.
 - (5) Explain Unformatted I/O operations.
 - (6) Difference between Virtual and Pure Virtual Function.
- (c) Attempt any **two** : **10**
- (1) What is Operator Overloading ? Explain Binary operator overloading with example.
 - (2) Explain pointer to derived class with suitable example.
 - (3) What are C++ stream classes ? Explain Formatted I/O operations.
 - (4) Why we need Exception Handling ? Explain various Components of Exception Handling with suitable example.
 - (5) Explain Application of OOP.

- 3** (a) Attempt any **three** : **6**
- (1) Explain characteristics of constructor.
 - (2) Explain visibility modifiers.
 - (3) Describe structure of C++ program.
 - (4) Explain inline function with suitable example.
 - (5) Explain Input/output operators.
 - (6) What is MIL ? Give advantage of MIL.
- (b) Attempt any **three** : **9**
- (1) Explain static member function with example.
 - (2) Explain type conversion with its method.
 - (3) Differentiate: OOP v/s POP.
 - (4) Explain Scope Resolution Operators with suitable example.
 - (5) Explain Return by Reference with suitable example.
 - (6) Explain Array of object with suitable example.
- (c) Attempt any **two** : **10**
- (1) Explain Friend Function with suitable example.
 - (2) List out types of Constructor. Explain copy constructor with example.
 - (3) Explain object as function argument with appropriate example.
 - (4) Write a program to read nimit.txt file and copy into nisha.txt file.
 - (5) Write a program to demonstrate use of hybrid inheritance with virtual base class.
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