

QP CODE: 25308

[TOTAL MARKS: 80]

(3 Hours)

N.B.: 1) Question No. 1 is Compulsory

2) Attempt any four questions from Q.No.2 to Q.No. 7

- Q1. (A) Write a program that reads a text file and creates another file that is identical except that every sequence of consecutive blank spaces is replaced by a single space. [10]
- (B) What is a friend-function? Explain its need in object oriented programming. [10]
- Q2. (A) Explain the features of object oriented programming language. [08]
- (B) Write a program to convert distance from meter to centimeter and centimeter to meter using object to object conversion. [07]
- Q3. (A) Define constructor and destructors in C++. Explain different types of constructors with example. [08]
- (B) What is operator overloading? Explain with example how pre and post increment operators are overloaded. [07]
- Q4. (A) Explain the use of try, catch and throw keywords with example. [08]
- (B) What are the components of Standard Template Library? [07]
- Q5. (A) What is Multipath inheritance? What ambiguity arises in it? How it can be resolved explain with example. [08]
- (B) Explain pointers and virtual functions in C++ [07]

[TURN OVER

Q6. (A) What are manipulators? Write a program using any four manipulators that take a parameter. [08]

(B) Explain the function templates with multiple arguments with example. [07]

Q7. Write short notes on any THREE [15]

- a) Inline Functions.
- b) Constant data members and functions.
- c) New and Delete operator.
- d) Function Overriding.

MCA / Sem - I (CBSAS) / Object Oriented Programming /

NOV - 16

QP CODE : 513801

Max Time: 3 hours

Max Marks: 80

N.B.: (1) Question No 1 is compulsory

(2) Answer any four questions from Q.2 to 7

(3) All questions carry equal marks

- Q1 a) Explain Object Oriented Programming principles. 10
b) Write a program to demonstrate use of constructor and destructor function for Employee class assume appropriate member variables and other member functions. 10
- Q2 a) Explain the difference between 8
1) new and delete
2) Runtime and Compile time polymorphism
- Q2 b) Create a class Vehicle with v_id and name as member variables. Create an array of vehicle objects. 7
- Q3 a) Write a program to convert liter to kilogram and kilogram to liter using object to object conversion overloading 8
Q3 b) What is parameterized constructor? Write a program to demonstrate it. 7
- Q4 a) What is STL? Explain different components of STL in detail 8
Q4 b) Explain use of Virtual Functions with a suitable example 7
- Q5 a) Explain stream classes in C++ for file handling. 8
Q5 b) Explain use of try, catch and throw keyword with a suitable example. 7
- Q6 Write Notes on 15
a) Constant functions
b) manipulators
c) Function templates
- Q7 a) Create a function called swap_values() that interchanges the values of the two arguments sent to it. (pass these arguments by reference.) 8
Q7 b) Explain the concept of protected inheritance with suitable example. 7
