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Total No. of Pages : 02

Total No. of Questions : 18

B.Tech.(Electronics Engg.)/(3D Animation & Graphics) (2012 Onwards)**B.Tech.(CSE)/(ECE)/(Electronics & Computer Engg.)/(ETE)/(IT)****(2011 Onwards) (Sem.-3)****OBJECT ORIENTED PROGRAMMING USING C++****Subject Code : BTCS-305****M.Code : 56595****Time : 3 Hrs.****Max. Marks : 60****INSTRUCTION TO CANDIDATES :**

1. **SECTION-A** is **COMPULSORY** consisting of **TEN** questions carrying **TWO** marks each.
2. **SECTION-B** contains **FIVE** questions carrying **FIVE** marks each and students have to attempt any **FOUR** questions.
3. **SECTION-C** contains **THREE** questions carrying **TEN** marks each and students have to attempt any **TWO** questions.

SECTION-A**Answer briefly :**

- 1) Destructor
- 2) Dangling pointer
- 3) Arrays
- 4) Class
- 5) Static Class
- 6) Friend function
- 7) Call by value
- 8) Data types
- 9) Identifier
- 10) Pure virtual function

SECTION-B

- 11) Discuss the features of Constructors.
- 12) Differentiate between virtual and pure virtual functions.
- 13) Write a program to overload “+” operator.
- 14) Differentiate between static and dynamic memory allocation.
- 15) Discuss the use of exceptional handling in programming.

SECTION-C

- 16) Write a note on templates.
- 17) What are the various file opening modes? Explain.
- 18) What are different types of inheritance? Explain.

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.