



B.Sc. Part-II (Semester-III) Examination

COMPUTER SCIENCE/COMPUTER APPL./INFORMATION TECHNOLOGY (OLD)

(Object Oriented Programming with C++ and Web Technology)

Time : Three Hours]

[Maximum Marks : 80

Note :— (1) **ALL** questions are compulsory.

(2) Question No. 1 carries 8 marks and all other questions carry 12 marks each.

(3) Assume suitable data wherever necessary.

1. (A) Fill in the blanks :

2

(i) The functions declared inside a class are known as _____.

(ii) Which among the operator _____ is not associated with pointer.

(iii) _____ layer is responsible for transmitting raw bit stream over the physical cable.

(iv) _____ tag is used to define the documents body.

(B) Choose the correct alternative from the following :

2

(i) The insertion operator "<<" is also called as _____.

(a) get from

(b) get to

(c) put to

(d) put from

(ii) The following preprocessor is used to define a symbolic constant.

(a) # include

(b) # define

(c) # error

(d) # if

(iii) A _____ is a network that connects users across large distances.

(a) MAN

(b) LAN

(c) WAN

(d) PAN

(iv) _____ property is used to set font family for text displayed in page.

(a) Bold

(b) Color

(c) Image

(d) Font

(C) Answer in **ONE** sentence each :

4

(i) What is Class ?

(ii) What is Function ?

(iii) What is Stylesheet ?

(iv) What is Network ?

2. (A) Define variable. Explain the dynamic initialisation of variable with example.

6

(B) Explain the structure of C++ with example.

6

OR



- (A) Explain the following : 6
- (i) Keywords 6
- (ii) Identifiers. 6
- (B) Write features and advantages of OOPS. 6
4. (A) Explain function prototype with example. 6
- (B) Explain scope resolution operator with example. 6
- OR**
5. (A) Explain the concept of function overloading with suitable example. 6
- (B) Differentiate while and do...while statement with example. 6
6. (A) Explain the concept of accessing class member with example. 6
- (B) Explain friend function with example. 6
- OR**
7. (A) Explain the purpose and use of destructor with suitable example. 6
- (B) Explain nesting of member function with example. 6
8. (A) Explain in brief the OSI reference model. 6
- (B) Explain star topology with its advantages and disadvantages. 6
- OR**
9. (A) Explain multipoint network. 6
- (B) Explain the modes of data transmissions. 6
10. (A) Explain the need and application of HTML. 6
- (B) Explain the following tags of HTML : 6
- (i) < LINK >
- (ii) < IMG >
- OR**
11. (A) Explain the following with example : 6
- (i) < ROWSPAN >
- (ii) < MARQUEE >
- (B) Explain the Anchor tag < A > with suitable example. 6
12. (A) Explain classes and ID attributes. 6
- (B) Explain the following properties of CSS : 6
- (i) Margin
- (ii) Border.
- OR**
13. (A) What is stylesheet ? Write the application of stylesheet. 6
- (B) Explain the concept of CSS with HTML. 6