

Roll No. Total No. of Pages: 02

Total No. of Questions: 18

B.Tech. (CSE) (2018 Batch) (Sem.-3)
OBJECT ORIENTED PROGRAMMING

Subject Code: BTCS-302-18 M.Code: 76437

Time: 3 Hrs. Max. Marks: 60

INSTRUCTIONS 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

Write briefly:

- 1. Discuss the rules of Defining Constructors.
- 2. Write the use of function overloading.
- 3. Define this pointer.
- 4. What is an Abstract class?
- 5. Explain briefly what is Exception Handling?
- 6. What are C++ streams?
- 7. Define the term Multilevel Inheritance.
- 8. What is a friend function and friend class?
- 9. What are the different modes in which C++ file is opened?
- 10. Explain how memory is allocated to classes & objects?

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SECTION-B

- 11. Explain with examples the different (Variable) storage classes used in C++.
- 12. What are the advantages of using new operator as compared to the function malloc()? Explain with examples.
- 13. What is object oriented programming? Explain any five characteristics of object oriented programming languages.
- 14. Explain public, private and protected access specifiers and show the ambiguity in multiple and multipath inheritance.
- 15. Explain the various techniques of defining pure virtual function.

SECTION-C

- 16. Define Operator Overloading. Explain how to overload unary operator and binary operator.
- 17. Describe the terms private inheritance and protected inheritance with the help of an example program.
- 18. What is file mode? Describe the various file mode options available.

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.

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