

Roll No. Total No. of Pages: 02

Total No. of Questions: 18

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

Subject Code: BTIT-302-18 M.Code: 76392

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

Answer briefly:

- 1. Explain the Role of Using Scope Resolution Operator.
- 2. Why we use Destructor?
- 3. What do you mean by virtual base class?
- 4. Why we use Access specifiers in C±
- 5. Write down Benefits of OOPs
- 6. Why do we use this Pointer?
- 7. Explain the benefit of using Inline Function.
- 8. Explain the use of different file modes.
- 9. Explain the benefit of using Array of Objects.
- 10. Why we use Static member?

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SECTION-B

- 11. Explain the concept of Operator Overloading with the use of an example.
- 12. Differentiate between Early and Late binding.
- 13. Explain the concept of Memory management in C++.
- 14. Write a Programme to demonstrate the concept of Function Overloading.
- 15. What do you mean by Formatted I/O?

SECTION-C

- 16. How Exception Handling is performed in C++?
- 17. Why we use constructors? Explain its types with the use of suitable examples.
- 18. What is Inheritance? Explain different types of inheritance with suitable example.

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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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