Code No. 9006 / 0

FACULTY OF ENGINEERING

B.E. I — Year (Old) Examination, May i June 2015

Subject : Programming in C & C++

Time : 3 hours   Max. Marks : 75

Note: Answer all questions from Part-A. Answer any FIVE questions from Part-B.

PART — A (25 Marks)

1	Differentiate compiler and interpreter.	3
2	How one type of data can be converted into another type? Give example.	2
3	What are the different ways of passing values to functions?	2
4	List the operations performed on pointer vairbales.	3
5	Differentiate structure and union.	2
6	Explain the random accessing of the file.	3
7	What is inline function?	3
8	What is the use of 'this' pointer?	2
9	Differentiate overloading and overriding.	2
10	How static members of a class can be initialized and accessed? Give example.	3

PART — B (50 Marks)

11 a) Draw and explain the block diagrarfrot a computer.   6
   b) What are the various C pre-procesSor dir,ectives or commands and explain
      them with simple programs?   4

12 a) Write a program to find thepaximum in an array using pointer to array and
      function.   5
   b) Explain the pointer arithmetic with example   5

13 a) Write a program to read the numbers from a file and print all prime numbers
      in it.   4
   b) Write a program to read the 'n' student information and display the information
      about the students in the increasing order of marks. Student structure should
      have following fields-roll-no, name, marks in 3 subjects.

14 a) Write a program to overload + operator.   5
   b) Define a class called 'BOX', member function volume 0 to find volume and
      constructors
      i) with different number of arguments
      ii) with default argument
      iii) with object of BOX as argument

15 a) Explain the different access specifiers used in C++ with examples.   5
   b) Explain the dynamic binding with example.   5

16 a) Write a program to check for `divisible by zero' exception.   5
   b) Write a template class to search the array elements of integer or floats. 5

17 Write the short notes on :   4+3+3
   a) Programming Languages
   b) Friend class
   c) Operating system