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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

Paper ID : [A1129]

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. When you use static data members?
2. What is size of operator?
3. Define *this* pointer.
4. What are *istream* class functions in C++ Programming?
5. What is dynamic memory location?
6. Discuss the rules of defining constructors.
7. Why do we need virtual destructors?
8. How do you call a virtual function in base class?
9. Write the use of function overriding.
10. What is initializers list in C++?

SECTION-B

11. What is object oriented programming? Explain any five characteristics of object oriented programming languages.
12. Explain public, private and protected access specifiers and show the ambiguity in multiple and multipath inheritance.
13. What do you mean by type conversion? Give an example of basic to object conversion.
14. What is the difference between early binding and late binding in C++?
15. Define Virtual Function. Explain the mechanism of Virtual function.

SECTION-C

16. Define Operator Overloading. Explain how to overload unary operator and binary operator.
17. Write a program in C++ that display entered string into reverse order.
18. What are function templates of C++? Discuss the concept of error handling functions supported in C++.