

S.B. Roll No.....

OBJECT ORIENTED PROGRAMMING USING C++
4TH EXAM/Computer/IT/CSc/0623/June' 2015

Duration:3 Hours

M Marks:75

Section – A

Q.1. Do as directed:

1.5x10=15

- (a) is the process by which objects of one class acquire the properties of objects of another class.
- (b) keyword is used for operator overloading.
- (c) One dimensional character array is known as
- (d) The function used to destroy the object created is called
- (e) are normally used to initialize variable and to allocate memory.
- (f) Procedural programming follows approach.
- (g) Scope resolution operator cannot be overloaded (T/F)
- (h) A friend function is a non member function (T/F)
- (i) New operators cannot be created for overloading (T/F)
- (j) A virtual function equated to zero is called a pure virtual function. (T/F)

Section-B

Q.2. Attempt any five questions:

6x5=30

- I. Differentiate between object and class.
- II. What is function overloading? Why is it used in C++ ?
- III. Explain the importance of constructors and destructors.
- IV. Explain all the user defined data types in C++.
- V. What is an array? How is it declared and used in C++?
- VI. Write a program to read two numbers from the keyboard and display their average on the screen.

Section –C

Q.3. Attempt any two questions:

15x2=30

- (a) How procedural programming is different from object oriented programming.
- (b) Write a short note on
 - (i) Friend Function
 - (ii) Preprocessor directive
 - (iii) Abstraction/Data hiding
- (c) Explain all the control flow statements in C++.