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Subject: OBJECT ORIENTED PROGRAMMING Code: AC11/AT22

AMIETE - CS/IT (OLD SCHEME)

Time: 3 Hours	DECEMBER 2011	Max. Marks: 100
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NOTE: There are 9 Questions in all.

- Please write your Roll No. at the space provided on each page immediately after receiving the Question Paper.

Q.1	Choose the correct or the best	alternative in the following:	(2 ×10)
a.	The substitution of replicated code in place of function call is made by compiler in		
	(A) Recursive function(C) Inline function	(B) void function(D) All of the above	
b.	pointer contains the to data and other functions in the	address of the invoking object so that it can reclass.	efer
	(A) Macro(C) Reference	(B) that (D) this	
c.	•	obj1, obj2, and obj3. For the statement obj3 = the overloaded - operator must	=
	(A) use the object of which it is(B) directly access the member(C) defined by compiler(D) None of the above	-	
d.	Inheritance is a way to		
	 (A) make general classes (B) add features to existing class (C) pass arguments to objects of (D) improve data hiding and en 	of classes	
e.	tells the compiler to bind a function with an object during time, not with the pointer defined during compile time.		
	(A) Inline, run(C) Virtual function, compile	(B) Virtual function, run(D) Inline function, compile	

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	1. F	an exception is typically c	aused by	
	()	C) the programmer who v	who writes the class member functions writes an application's code alfunction that terminates the program	
	_	emplate classes eliminate rogram management easi	code for different data types and makes er.	
		A) duplicationC) initialization	(B) generation(D) All of the above	
		To write data that contains we should use	variables of type float to an object of type of stream,	
		A) seekg() C) write()	(B) the insertion operator(D) put()	
		are special func ormat parameters of a stre	tions that can be included in I/O statements to alter the eam:	
		A) SpecificationC) Generalization	(B) Specialization(D) Manipulators	
		ny method of a her class.	class can access private and protected members of the	
(A) nested(C) template			(B) friend(D) abstract	
		-	Questions out of EIGHT Questions. lestion carries 16 marks.	-
Q.2	a.	Define the following fea (i) Data encapsulation (ii) Data hiding (iii) Data abstraction (iv) Message passing	atures of Object Oriented Programming language:	(8)
	b.	Compare the following: (i) object-based programlanguages. (ii) Static binding and d	nming languages and object-oriented programming	(8)
Q.3	a.	-	ding and method overriding. Give examples for each.	

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Code: AC11/AT22 Subject: OBJECT ORIENTED PROGRAMMING Virtual destructors are valid but not the virtual constructors. Justify your answer. **(4)** Explain the role of access specifiers in inheritance. **(4)** c. **Q.4** a. Explain characteristic features of the following: (ii) Nested class (iii) Local class (i) Class scope **(6)** Explain the functionality of Union as space saving class. b. **(4)** Write a program to illustrate Friend Class. c. **(6) Q.5** a. Mention any four limitations of operator overloading. **(4)** Explain the features of user defined conversions in operator overloading. b. **(4)** Write a program to overload ++ and << operators. **(8)** c. **Q.6** a. Write a template function that returns the average of all the elements of an array. The arguments to the function should be the array name and the size of the array (type int). In main(), invoke the function with arrays of type int, long, double, and char. **(6)** Give an example to illustrate overloading of templates. b. **(6)** Can we use a macro instead of a class template? Justify your answer. **(4)** c. **Q.7** a. Mention four Condition Flags to monitor the route of a stream. **(4)** b. Mention the name of manipulators for each of the following. (i) Insert newline and flush the output stream (ii) Flush the output stream (iii) Set fill character for output (iv) Clear specified flags **(4)** Using file stream functions, write a program to read input integers from key c. board and write it to file in binary format. Display the contents in text format. (8) 0.8 Explain the working of exception handling. **(4)** a. Explain various types of exception handling specifications. b. **(6)** Write a program to illustrate multiple catch statements. **(6)** c. Q.9 Explain the features of *this* pointer. Give an example. (2+3)b. Define virtual functions and pure virtual functions. Give examples for

illustration.

(6)

(5)

c. With the help of examples, differentiate between break and continue.