ROLL NO.	

Code: DE70 / DC56 Subject: OBJECT ORIENTED PROGRAMMING WITH C++

DIPIETE - ET/CS

Time: 3 Hours

DECEMBER 2012

Max. Marks: 100

PLEASE WRITE YOUR ROLL NO. AT THE SPACE PROVIDED ON EACH PAGE IMMEDIATELY AFTER RECEIVING THE QUESTION PAPER.

NOTE: There are 9 Questions in all.

- Question 1 is compulsory and carries 20 marks. Answer to Q.1 must be written in the space provided for it in the answer book supplied and nowhere else.
- The answer sheet for the Q.1 will be collected by the invigilator after 45 Minutes of the commencement of the examination.
- Out of the remaining EIGHT Questions, answer any FIVE Questions. Each question carries 16 marks.
- Any required data not explicitly given, may be suitably assumed and stated.

Q.1	Choose the correct	or the best	alternative in	the following:
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 (2×10)

- a. _____is the quality that allows one name to be used for two or more related but technically different purposes.
 - (A) Polymorphism
- (B) Inheritance

(C) Encapsulation

- **(D)** Containership
- b. By default, all member functions and variables defined in C++ are *private* to that class.
 - (A) Public

(B) Protected

(C) Private

- **(D)** None of these
- c. The name of a destructor is the name of its class
 - (A) preceded by a \sim
- **(B)** followed by a \sim
- (C) preceded by a <
- **(D)** followed by a <
- d. To delete a dynamically allocated array, use.
 - (A) Free p-var;

(B) delete [] *p-var*;

(C) Calloc p-var;

- **(D)** None of these
- e. What is output of the following C++ program:

```
#include<stdio.h> int main(int argc, char **argv) { int i, j, k; i = 4; j = ++i; i = 4; k = i++; cout << j << `` << k << `\n`; }
```

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	(A) 5 4 (C) 5 5		(B) 4 4 (D) 0 0	
	f. Which is	true for a reference in C++	+?	
	(B) a refer	rence can be passed to a furence can be return by a furence can be return by a furence can be these	unction	
	g. Member f	functions of a generic class	s are, themselves,	
	(B) never (C) gener (D) gener	natically generic generic ic if they are friend function ic if preceded by inline ke		
	(A) Point	er-to-member operator ory allocation operator	(B) Pointer to member declaratory(D) assignment operator	
	i. You can h	navecatch associate	d with a try.	
	(A) only (C) only ((B) one or more than one(D) None of these	
	j. You can d	letermine the current posit	tion of each file pointer by using	
	(B) pos_t	ype tellp() member functi ype tellg() member functi of these member functions of these	on	
	Ans	wer any FIVE Questions Each question car	s out of EIGHT Questions. rries 16 marks.	
Q.2	a. How are	data and functions organiz	zed in an object-oriented program?	(5)
	b. List a few	v areas of application of C	OOP technology.	(5)
		the applications of void ds the concept.	lata type in C++? Write a C++ program	n that (6)
Q.3	a. Write a	program to represent two	o matrices of dimension 2×3 in an	array.

(8)

Write functions for adding and subtracting these two matrices.

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	b.	Write a program to create a structure called date (month, day, year). Acceptoday's date and determine tomorrow's date. (Note: You need to consider end of month and end of year) (8)
Q.4	a.	How does a C++ structure differ from a C++ class? Explain. (4)
	b.	Show by a suitable C++ program how an object can be created within a function and returned to another function. (7)
	c.	What are advantages and disadvantages of using In-line function? Show by an example how inline function is used in C++. (5)
Q.5	a.	List some special properties of the constructor function. (6)
	b.	Write a C++ program that overload '+' operator to add two coordinates from a class 'coord' having X and Y-coordinate. (10)
Q.6	a.	"When a base class and a derived class both have constructor and destructor functions, the constructor functions are executed in order of derivation. The destructor functions are executed in reverse order." Justify the statement giving suitable C++ statement. (8)
	b.	What is a virtual base class? When do we make a class virtual? Illustrate with a suitable C++ program the concept of virtual class. (8)
Q.7	a.	What is polymorphism? Discuss in brief two different types of polymorphism. (5)
	b.	Can you write an exception handler that catch all exceptions instead of just a certain type? How? (5)
	c.	Write an example C++ program that shows 're-throwing an exception' concept (6)
Q.8	a.	
	b.	What is the basic difference between a template and an overloaded function Show by a suitable program in C++, how generic functions can be overloaded
Q.9	a.	during file operations: eof(), fail(), bad(), good()
		Write a small C++ program that make use of these functions. (8)

(8)

b. Write a programme to copy contents of file story.txt into newstory.txt