

Code: DE70/DC56/DE122/DC106
Subject: OBJECT ORIENTED PROGRAMMING WITH C++

DipIETE – ET/CS {Current & New Scheme}

Time: 3 Hours

JUNE 2016

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: (2×10)

- A default catch block catches
 - all thrown objects
 - no thrown objects
 - any thrown object that has not been caught by an earlier catch block
 - all thrown objects that have been caught by an earlier catch block
- The use of the break statement in a switch statement is
 - optional
 - compulsory
 - not allowed. It gives an error message
 - to check an error
- A function that changes the state of the cout object is called a(n) ____
 - member
 - adjuster
 - manipulator
 - operator
- When the compiler cannot differentiate between two overloaded constructors, they are called
 - overloaded
 - destructured
 - ambiguous
 - dubious
- The newline character is always included between
 - pair of parentheses
 - pair of curly braces
 - control string
 - &
- A function that returns no values to the program that calls it is ____
 - not allowed in C++
 - type void
 - type empty
 - type barren
- The keyword used to define a structure is ____
 - Stru
 - Stt
 - Struct
 - Structure

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- h. A function that is called automatically each time an object is destroyed is a
 (A) constructor (B) destructor
 (C) destroyer (D) terminator
- i. Which of the following statements allow the user to enter data at the keyboard?
 (A) `cin << currentPay;` (B) `cin >> currentPay;`
 (C) `cout << currentPay;` (D) `cout >> currentPay;`
- j. Redirection redirects
 (A) a stream from a file to the screen
 (B) a file from a device to a stream
 (C) a device from the screen to a file
 (D) the screen from a device to a stream

**Answer any FIVE Questions out of EIGHT Questions.
 Each question carries 16 marks.**

- Q.2** a. What is run-time error, logical error and syntax error? (8)
 b. What is the difference between local and global variables? (8)
- Q.3** a. What is function and give the features of functions? (8)
 b. Give any four advantages of OOPs. (8)
- Q.4** a. What do you understand by operator overloading? (8)
 b. Write a program to demonstrate overloading of assignment operator. (8)
- Q.5** a. What is inheritance and what are the types of inheritance? (8)
 b. Explain the meaning of virtual function and why we need it? (8)
- Q.6** a. Define the following:
 (i) Implicit conversion (ii) Explicit conversion (8)
 b. What is meant by handling exceptions? (8)
- Q.7** a. Explain different types of templates and why they are used? (8)
 b. Discuss various characteristics of constructors. (8)
- Q.8** a. What do you mean by command line arguments? (8)
 b. What is the significance of scope resolution operator (::)? (8)
- Q.9** a. Explain the difference between sequential access file and random access file. (10)
 b. Write a program to dump binary file contents in hexadecimal. (6)