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 averag 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++.