oops 2013 question paper

of Printed Pages: 6   roll No............

2k5-DS-1

May/June 2013

OBJECT ORIENTED PROGRAMMING

Time Allowed:3 Hours   Mux Markes: 100

[Part-A]

NOTE: Attempt any I0 questions:

10X2=20

(1) List few areas of application of OOP technology.

(2)What is polymorphism?

(3) Why do we need preprocessor directive # Include < io stream >?

(4) What is scope resolution operator?

(5) What do you mean by dynamic initializationof a variable?

(6)When you will make a function inline

(7) What is the significance of an empty parenthesis in a function declaration?

(8) What are objects? How they are created ?

(9)What is virtual Base class?

(10) What is parameterized constructor?

11) Why is it necessary to overload an operator?

(12) How many arguments are required in the defination of overloaded unary operator?

(13) Distinguish following two statements :

time T2 (T1):

time T2 = T1:

T1 and T2 are objects of time class.

(14) What do you mean by data abstraction?

NOTE: Attempt any five quetions :

5X4=20

(1) What do you mean by dynamic binding? How is it useful in OOP?

(2)How data and functions are organized in an object-oriented program

(3) How do the following statements differ:

(a) char * const p;

(b) char const * p;

(4) How does main function in C++ differ from main () in C?

(5) What is in line function? Explain with example.

(6) What does "this" pointer point to?

(7) What is copy constructor? Explain with example?

(8) What are the Restriction and limitations in overloading the operators?

[Part-B]

NOTE : Attempt any 3 questions.

3x20 60

(a) Distinguish between :

    (1) Dynamic binding & Message passing

    (2) Inheritance & Data encapsulation

(b) What is operator overloading? Give the name of operators that cannot be overloaded?

(a) What is the main advantage of passing arguments by Reference?

(b) What do you mean by overloading of a function? Explain it.

(a) What is friend function? What are the merits & demerits of using friend function?

(b) What are static data members in a class? What are the properties of static member function?

(a) What is Dynamic Constructor? Explain with example.

(b) What is constructor? Is it mandatory to use constructor in class? How multiple constructor are initialized in a class?

(a) When do we make a virtual function "pure"? What are the implication of making a function a pure virtual function?

(b What are the different forms of Inheritance ? Give an example for each.