Roll No. ....
Printed Pages : 2

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BT-4 / M-18
OBJECT ORIENTED PROGRAMMING
Paper–CSE–202N

Time allowed : 3 hours]   *[Maximum marks : 75*

Note :- Attempt five questions in all selecting at least one question from each unit.

Unit–I

1. (a) Distinguish between object and class.   5

   (b) What are preprocessor directives in C++? Explain any three.   5

   (c) What is function overloading in C++? Explain with a suitable example.   5

2. (a) How can you create constant object in C++? What is importance of such objects?   5

   (b) What is abstract class? Why do you need them?   5

   (c) What is '::' operator? Explain two uses of it.   5

Unit–III

3. (a) What is 'this' pointer? Explain its uses with suitable examples.   5

   (b) What is parameterized constructor? How can you supply default values to parameterized constructor? Explain with an example.   5

   (c) What is friend class? How can you make a class as a friend

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of another class? Explain.   5

Unit–III

5. (a) What is pure virtual function? Explain the rules to write and use it.   5

   (b) Explain the need of virtual destructor with an example.   5

   (c) What is polymorphism? Distinguish between late and early binding.   5

6. (a) What are rules to overload binary operator? Overload '+' operator to add objects of Distance class. Distance is given in feet and inches.   7

   (b) What are rules to overload unary operator? Overload '++' operator to increment x, y values of Coordinate class.   8

Unit–IV

7. (a) What is template class? Write a template class to find sum of elements of an Array.   8

   (b) How can you rethrow an exception? Explain with an example.   7

8. (a) What are file pointers? Explain each with a suitable example.   7

   (b) How can you read and write objects to a file randomly? Explain with an example.   8

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