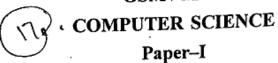
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GSM / M-18



Object Oriened Programming with C++

Time allowed: 3 hours]

[Maximum marks: B.Sc.: 40

Note: Question No. 1 is compulsory. Attempt five questions in all, selecting one question from each unit. All questions carry equal marks.

Compulsory Question:

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Define Class -



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- What do you mean by object of a class?
- What are manipulators? (iii)
- What is array? (iv)
- Define polymorphism. (v),
- What is the use of pointer variable? (vi)
- What is the use of new operator? (vii)
- What do you mean by modular approach in programming?

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[Tum over

Unit-I

- Explain the following concepts of C++ with the help of suitable examples:
 - Encapsulation
 - Data Members and member functions
 - Local class
 - (iv) Structures
- What is the difference between procedure oriented programming and object oriented programming? What are the benefits of using object oriented paradigm to programming?

Unit-II

- What do you mean by constructor? Explain the concept of parameterized constructors and copy constructors with suitable 69 example.
- What do you mean by unformatted and formatted output? Explain different functions used for formatting the output.

Unit-III

What do you mean by call by reference? Write a program to swap two numbers using function with the help of call by reference.



(3)

- 7. Write short note on the following by giving suitable example:
 - (i) Pointer
 - (ii) Friend class

Únit-IV

- 8. What is function overloading? Write a program to overload a function.
- 9. (i) What are the advantages of using inline function? What are the conditions of making a function inline?
 - (ii) What do you mean by static polymorphism?

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