

Roll No.

Total No. of Pages : 02

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B.Tech. (CSE/ECE/IT/ETE/EE/ (3D Animation Engineering) / (Electronics & Computer Engineering)) (Sem.-3)

OBJECT ORIENTED PROGRAMMING USING C++

Subject Code : BTCS-305

M.Code : 56595

Date of Examination : 19-01-23

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTION TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A

1. Explain the following :

- a) Interface
- b) Object
- c) Destructor
- d) This pointer
- e) Static Class
- f) Nested class
- g) Friend function
- h) Call by value
- i) Identifier
- j) Pure virtual function.

SECTION-B

2. Write a note on manipulators and i/o streams.
3. What is function overriding? Discuss with help of example.
4. Discuss the features of Constructors.
5. Write a program to overload "+" operator.
6. Differentiate between static and dynamic memory allocation.

SECTION-C

7. Discuss the use of exceptional handling in programming.
8. What are the various file opening modes? Explain.
9. What are different types of inheritance? Explain.

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.