

II Semester B.C.A. Examination, Feb./March 2010
OBJECT ORIENTED PROGRAMMING WITH C++

Time: 3 Hours

Max. Marks: 80

- Instructions :** 1) Answer *all* questions in Part A, 6 out of 8 questions in Part B, and 3 out of 5 questions in Part C.
2) Part A : Questions from 1 to 8 carry 1 mark and 9 to 14 carry 2 marks each.
3) Part B : **Each** question carries 5 marks.
4) Part C : **Each** question carries 10 marks.

PART – A

1. What are the elements of function prototype?
2. What is volatile qualifier?
3. Which operators cannot be overloaded?
4. Define constructor.
5. What is function template?
6. What is base class?
7. Define Member function.
8. What is the difference between getline() and cout statement ?
9. What is a comment statement ? Give its syntax.
10. What is the usage of new operator ? Explain.
11. Describe three steps of overload resolution.
12. Explain the use of static member function.
13. Distinguish between private and public member functions.
14. List the types of inheritance.

P.T.O.

PART – B

1. Explain dynamic binding. How it is different from static binding ?
2. Explain return by reference with example.
3. Write a C++ program to implement default arguments.
4. Give the differences between inline and non-inline function.
5. Explain function template with an example.
6. Write a note on virtual function.
7. Write a C++ program to count number of characters in a file.
8. Explain multiple and hybrid inheritance.

PART – C

1. a) Explain function overloading and illustrate with a C++ program.
b) Explain class and its access notes in C++.
 2. a) Define friend function. Illustrate with a C++ program.
b) Describe array of objects with example.
 3. Explain the different types of constructors with example.
 4. a) Write a C++ program to concatenate two strings using a binary operator '+'.
b) List the rules of using a constructor.
 5. a) Explain different modes of opening a file in C++.
b) Compare get and head() function.
-