OBJECT ORIENTED PROGRAMMING
USING C++ - 214

Time: Three Hours [Maximum Marks: 80]

Note: Attempt five questions in all, selecting at least one question each from Section A, B and C. Section D is compulsory.

SECTION A

I. (a) What are the various types of operators available in C++? Explain. 8
   (b) What do you mean by Operator precedence and associativity? 4
   (c) Which operators have right to left associativity? 3

II. What are the various control structures available in C++? Explain giving suitable examples. 15

SECTION B

III. (a) Define and distinguish between Structures and Unions. 8
     (b) What are Bit fields? What are their uses? Explain giving examples. 7

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IV. (a) Define Class. What are the various methods of defining class member functions? Explain giving example.
(b) What is an Inline function? What are the restrictions on use of inline functions? Explain.

SECTION-C

V. What do you mean by Operator overloading? Which operators cannot be overloaded? How can we overload Unary and Binary operators? Explain giving suitable examples.

VI. What are the various File streams available in C++? What are the various methods of opening files in C++? Explain giving examples.

SECTION-D

(Compulsory Question)

VII. Explain in brief:
(a) Define Encapsulation.
(b) What is pointer to a function?
(c) How value is assigned to constant data member of a class?
(d) Which arithmetic operators are allowed in pointer arithmetic?
(e) How access to private members of class is granted to friend functions?

(f) What is a This pointer?

(g) How ambiguity is caused in multiple inheritance?

(h) What are the differences between Sequential and Random files? 

8 × 2½ = 20