J-2/2116

OBJECT ORIENTED PROGRAMMING USING C++—214
Semester—III

Time Allowed : Three Hours] [Maximum Marks : 75

Note :— Attempt two questions each from Sections A and B and entire Section C.

SECTION—A

1. Define object oriented programming. What are its characteristics? Explain. 15

2. (a) Discuss in detail the different types of operators available in C++.

   (b) Distinguish between operator precedence and associativity. 3

3. Define function. What are the different methods of parameter passing to functions? Explain giving examples. 15

4. Write short notes on the following:

   (a) const function
   (b) recursion
   (c) inline functions
   (d) this pointer
   (e) function overloading. 5x3=15

SECTION—B

5. How friend functions and friend classes are declared and used? Explain giving example. 15
6. Define constructors and destructors. What are the different types of constructors? What is the purpose of virtual destructor? Explain.

7. (a) Define inheritance. What are the different types of inheritance? Explain.
(b) How ambiguity is resolved in multiple and hybrid inheritance? Explain giving example.


SECTION—C

Attempt all questions.

9. (a) Define code reusability.
(b) What are the multiple indirections?
(c) How static data member of a class is defined?
(d) Define pure virtual function.
(e) Distinguish between function redefinition and function overriding.