

Roll No.

Total No. of Questions : 07]

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BCA (Sem. - 3rd)

OBJECT ORIENTED PROGRAMMING USING C++

SUBJECT CODE : BC - 304 (N2)

Paper ID : [B0212]

[Note : Please fill subject code and paper ID on OMR]

Time : 03 Hours

Maximum Marks : 60

Instruction to Candidates:

- 1) Section - A is **Compulsory**.
- 2) Attempt any **Four** questions from Section - B.

Section - A

Q1)

(10 × 2 = 20)

- a) How the end of file can be detected?
- b) Write about if –else construct.
- c) What are inline functions?
- d) Define the use of structure in file operations.
- e) Name two objects of stream class associated with the standard device for error messages.
- f) Describe the “kind of” class relationship. Give an example.
- g) What are manipulators?
- h) Write about sequential input output operations.
- i) How is a static variable different from a static function.
- j) What are the advantages/disadvantages of using friend functions?

Section - B

(4 × 10 = 40)

Q2) Explain the essential characteristics that an object oriented program should support?

Q3) Explain the user defined data types. How are they used to declare built in data types?

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P.T.O.

- Q4)** What are constructors? How to declare a constructor? List the rules while writing a constructor function. Explain with help of an example.
- Q5)** Define inheritance. What is the inheritance mechanism in C++? What should be the structure of a class when it has to be base for other classes?
- Q6)** (a) Explain the differences between passing arguments “by reference” and “by addresses” to functions.
- (b) What is meant by abstract base class? Explain.
- Q7)** What is the difference between Static binding and Run time binding? Explain with a suitable C++ code.

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