

# SATHYABAMA UNIVERSITY

(Established under section 3 of UGC Act, 1956)

Course & Branch: B.E /B.Tech – CSE/IT

Title of the paper: Object Oriented Programming & Design

Semester: III

Max. Marks: 80

Sub.Code: 11306/12306 (2002/2003/2004/2005)

Time: 3 Hours

Date: 26-04-2007

Session: AN

---

## PART – A

(10 x 2 = 20)

Answer ALL the Questions

1. Differentiate between class and object
2. Define attribute.
3. What is an object model?
4. What is function overloading?
5. Define virtual functions.
6. What are inline functions? Give example
7. Define direct and indirect base class.
8. Define dynamic binding.
9. What is inheritance?
10. Give the general syntax for exception handling.

## PART – B

(5 x 12 = 60)

Answer All the Questions

11. Explain in detail about the features of Object oriented programming languages.  
(or)
12. Explain UML interaction diagram with example.
13. Explain about Rumbaugh object modeling technique.  
(or)

14. Explain the approach to identify attribute, service and method.
15. Explain how constructors are used to initialize the objects of a class. What is the use of a destructor.

(or)

16. Write short notes on a) Static member functions b) Friend functions

17. Illustrate binary operator overloading with relevant examples.

(or)

18. Explain about function template overloading with examples. How can multiple parameters be cleared in templates?

19. Differentiate public, protected and private inheritance with examples.

(or)

20. Explain in detail about the failure of new operator and its exception handling.