## 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: 212306/11306/(2003/2004/2005)/6C0045

Time: 3 Hours

Date: 30-11-2007 Session: FN

## PART - A

 $(10 \times 2 = 20)$ 

## Answer All the Questions

- 1. What is an Object model?
- 2. Highlight the salient features of UML.
- 3. What is an attribute?
- 4. List few applications of 'this' pointer.
- 5. How is a member function of a class defined?
- 6. How do we invoke a constructor function?
- 7. What is operator overloading?
- 8. What is a conversion function?
- 9. What does inheritance mean in C++?
- 10. Why do we need a Virtual function?

## PART - B

 $(5 \times 12 = 60)$ 

Answer All the Questions

11. Discuss in brief about the relationships among classes, quality classes and objects.

(or)

- 12. Write notes on:
  - (a) Conceptual clustering
  - (b) Prototype theory analysis

13. Briefly explain about the traditional techniques used in the Object oriented model.

(or)

- 14. (a) What are the different notations used to identify Method?
  - (b) List the approaches to identify service.
- 15. Define a class string to work as an user defined string type. Write a C++ program to
  - (a) Create an uninitialized string using Constructor.
  - (b) Create objects with strings
  - (c) Concatenates two strings
  - (d) Display a desired string object

(or)

- 16. What are friend functions and friend classes? How are they useful? Explain with examples?
- 17. What are templates? With syntax and examples, explain the working of class templates and function templates.

(or)

- 18. Write a C++ program to overload the subscript operator o return the largest element of a collection, the second largest, the third largest, and so on.
- 19. (a) With examples, explain the relationship between base class and derived class.
  - (b) Differentiate between Multilevel and Multiple inheritance.

(or)

- 20. Write notes on:
  - (a) File handling in C++
  - (b) Exception handling in C++