SATHYABAMA UNIVERSITY

(Established under section 3 of UGC Act,1956)

Course & Branch :B.E/B.Tech - CSE/DCS/IT
Title of the Paper :Object Oriented Programming & Design
Max. Marks :80
Sub. Code :511306-512306-6C0045   Time : 3 Hours
Date :24/11/2009   Session :FN

PART - A   (10 x 2 = 20)
Answer ALL the Questions

1.   Differentiate Class and Object.

2.   Expand UML.

3.   Define attribute.

4.   Write short notes on service.

5.   Compare Constructors and Destructors.

6.   Define friend functions.

7.   What is meant by overloading? Give its types.

8.   What is meant by inline functions?

9.   Mention the uses of inheritance.

10. Define virtual functions.

PART – B   (5 x 12 = 60)

Answer ALL the Questions

11. Explain in detail about Conceptual clustering.
(or)
12. Discuss in detail about UML model.

13. Explain the various current techniques of Object oriented model.
(or)
14. Mention the various approaches to identify Attribute, Service and Method. Explain each of them in detail.

15. Write the operations of Constructors and Destructors in detail.
(or)
16. In what way Friend functions are used in the programming? Explain with a suitable program.

17. Enumerate the differences between Function overloading and Operator over loading.
(or)
18. Explain in detail about Templates.

19. Explain the various types of inheritance with suitable example.
(or)
20. Write a detail note on File handling.