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: 28-11-2006 Session: FN

PART – A (10 x 2 = 20)

Answer ALL the Questions

1. Define an object model.
2. Briefly discuss UML model.
3. List out any six benefits of object oriented programming.
4. Write short notes on traditional techniques for object oriented model.
5. List the use of New and delete operator.
6. Briefly discuss about "this" pointer.
7. Define inline function. When will you make a function inline?
8. Distinguish between overloading function and function templates.
9. Write short notes on throw-catch.
10. What is a virtual function? Why do we need virtual function?

PART – B (5 x 12 = 60)

Answer ALL the Questions

11. Explain the prototype theory analysis and design.

(or)

12. Write short notes on:
    (a) Quality class and object
    (b) Conceptual clustering
    (c) Classical categorization.

13. Discuss in detail the current techniques of object oriented model.

(or)

14. Discuss in detail about the approach to identify the attribute, service and method.

15. What is a friend function? List out the merits and demerits of using friend function.

(or)

16. Write a C++ program to demonstrate the passing arguments to the constructor functions.

17. Write a C++ program to add any two complex numbers using operator overloading.

(or)

18. What do you mean by overloading of a function? Write a simple program for function overloading

19. Explain with a suitable example of overriding a member function.

(or)

20. What is inheritance? Discuss public and private inheritance.