

[This question paper contains 2 printed pages]

Your Roll No

7231

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M.Sc. / I

OPERATIONAL RESEARCH—Course III (A)

(Object Oriented Programming)

(Admissions of 2008 and before)

Time 3 Hours

Maximum Marks 70

*(Write your Roll No on the top immediately
on receipt of this question paper)*

*Attempt any **five** questions*

All questions carry equal marks

- 1 (a) Discuss the notion of structures in C with the help of an example Write the code to show how structures are passed and returned during a function call ?
- (b) Discuss the concept of storage classes in C Write the difference between storage class modifiers and storage class specifiers $4\frac{1}{2}\times 2=9$
- 2 (a) How are input and output streams handled in C++? Discuss your answer in the context of hybrid inheritance as applicable in C++
- (b) How are friend functions and friend classes implemented in C++ ? Does the concept of friend function violate S/w security ? Comment $4\frac{1}{2}\times 2=9$

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- 3 (a) Write the syntax for `createwindow()` for a C program implemented under windows operating system How is message loop implemented in windows operating system ?
- (b) Write C syntax of file handling operations such as `fopen()`, `fclose()`, `fgetc()`, `fputc()` and `fseek()` with the help of examples $4\frac{1}{2} \times 2 = 9$
- 4 Explain the term job scheduling Differentiate between swapper and dispatcher How is round robin scheduling implemented in windows ? 9
- 5 (a) What are binary semaphores ? How are they advantages in comparison with other interprocess communication methods ?
- (b) Give conditions for deadlock to occur What is the difference between deadlock prevention and avoidance ? How are deadlocks detected ? $4\frac{1}{2} \times 2 = 9$
- 6 (a) Discuss segmentation with paging with the help of a block diagram
- (b) Explain page replacement policies implemented in windows $4\frac{1}{2} \times 2 = 9$