

SATHYABAMA INSTITUTE OF SCIENCE AND TECHNOLOGY
DEEMED UNIVERSITY

Course: B.E./B.Tech.

Semester: III

Title of the paper: Object Oriented Programming & Design

Max. Marks: 80

Sub. Code: 12406 (2001)

Time: 3 Hours

PART – A

(10 x 2 = 20)

Answer ALL the Questions

1. Is class an object? Justify.
2. What is the difference between a method and a message?
3. How do you identify a method in an object?
4. What is prototyping and why is it useful?
5. What is an inline function?
6. Where does “this pointer” point to?
7. Define constructor with an example.
8. How do you overload an operator?
9. What is a virtual function?
10. How do you handle exceptions in C++?

PART – B

(5 x 12 = 60)

Answer ALL the Questions

11. Explain conceptual clustering in detail.
(or)
12. Describe the types of relationships among classes with suitable examples.
13. Explain the traditional techniques for the Object Oriented model.
(or)
14. Explain the various approaches to identify service and methods.

15. Describe in detail the need for a friend classes and friend functions in C++.

(or)

16. Explain the different types of constructors with suitable examples.

17. Briefly explain how to create templates in C++ with an example.

(or)

18. Explain the different types of function overloading with suitable examples.

19. Write short notes on:

(a) private inheritance

(b) public inheritance

(or)

20. Write short notes on:

(a) derived class constructor

(b) overriding member function