

Roll No.

Total No. of Questions : 09]

[Total No. of Pages : 02

Paper ID [A0456]

(Please fill this Paper ID in OMR Sheet)

B.Tech. (Sem. - 3rd)

PROGRAMMING LANGUAGES (CS - 211)

Time : 03 Hours

Maximum Marks : 60

Instruction to Candidates:

- 1) Section - A is **Compulsory**.
- 2) Attempt any **Four** questions from Section - B.
- 3) Attempt any **Two** questions from Section - C.

Section - A

Q1)

(10 x 2 = 20)

- a) Define Dialog Box and Resource editor.
- b) How a class differs from structure? What are abstract data types?
- c) What does a stream stand for? What is the function of streambuf?
- d) What is containership?
- e) Write short note on advanced pre-processor operators.
- f) Differentiate between strongly and loosely typed languages.
- g) What are registers and extern storage classes used in C/C++?
- h) What is interoperability?
- i) Explain the concept of MFC. What is active X control with MFC library?
- j) What do you mean by native code?

Section - B

(4 x 5 = 20)

- Q2)** Explain the structure of .NET application and also discuss the it's advantages.
- Q3)** Differentiate between DOS and Window operating system and also write a program to create a message box with ok and cancel buttons.
- Q4)** Using pointer notation, write the prototype for a function called revstr() that returns a string value and takes one argument that represent a string.
- Q5)** What is mean by managed and unmanaged code in VC++?
- Q6)** Write a program that implement copy constructor and constructor with default arguments.

Section - C

(2 x 10 = 20)

- Q7)** (a) Write a program to add and delete a node to link list.
(b) Explain a stack operation using a string of characters in object oriented programming.
- Q8)** (a) What is virtual function and pure virtual function? Why do we need a virtual function? And also write a program to implement virtual function.
(b) Write a program to overload >> and << operators.
- Q9)** (a) Describe the OLE features and applications.
(b) Write short note on followings:
(i) Wizards.
(ii) CLR.

