

Roll No. ....

Total No. of Questions : 09]

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**B. Tech. (Sem. - 3<sup>rd</sup>)**  
**PROGRAMMING LANGUAGES**  
**SUBJECT CODE : CS - 211**  
**Paper ID : [A0456]**

[Note : Please fill subject code and paper ID on OMR]

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**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 × 2 = 20)**

- a) Define Actual parameter and formal parameter.
- b) What are abstract data types?
- c) What is sequence control?
- d) What is type checking?
- e) What is active x control?
- f) Differentiate between strongly and loosely typed languages.
- g) What is the utility of OLE application?
- h) What do you mean by data abstraction?
- i) What is this pointer? Give it's significance.
- j) What do you mean by scope resolution operator? Give it's advantages.

**Section - B**

**(4 × 5 = 20)**

- Q2)** Explain the architecture of .NET framework in detail.
- Q3)** Differentiate between DOS and Window operating system and also write a program to create a message box with ok and cancel buttons.
- Q4)** What are static and dynamic variables? Explain the use of dynamic variables.
- Q5)** How does an inline function differ from a pre-processor macro. What are the advantages of inline function.
- Q6)** Write a program that can swap two arrays using pointers.

**Section - C**

**(2 × 10 = 20)**

- Q7)** (a) Write a program to multiply two class objects after overloading arithmetic '\*' operator.  
(b) Explain a stack operation using a string of characters in object oriented programming.
- Q8)** What is the need for a foundation class library? What are the design principals for it's implementation, Explain key foundation class library features.
- Q9)** (a) How do the default constructors and destructors behave in an inheritance hierarchy?  
(b) Write short note on followings  
(i) Wizards.  
(ii) Strong naming.

