S.No. : 36   BCAT 233

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Following Paper ID and Roll No. to be filled in your Answer Book.

PAPER ID : 1113   Roll No. | 1 | 1 | 6 | 6 | 2 | 1 | 1 | 1 | 3 |

BCA. Examination 2018-2019

(Third Semester)

OBJECT ORIENTED PROGRAMMING
USING C++

Time : Three Hours]   *[Maximum Marks : 100*

Note :– Attempt all questions.

1. Attempt any four parts of the following :   4 × 5=20

    (a) Differentiate between procedural and object oriented programming.

    (b) Describe objects and class with an example.

    (c) What are the benefit of OOP methodology?

    (d) Differentiate between token and keyword. Give few examples of token and keyword in C++.

    (e) What is reference variable and what are its uses.

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(f) Explain the following :

   (i) Type cast operator

   (ii) Manipulators

   (iii) User defined data types.

2. Attempt any four parts of the following : $4 \times 5=20$

   (a) What is virtual base class? When do we make a class virtual?

   (b) Write a program to overload a function area () to calculate area of square, rectangle and circle.

   (c) Describe friend function? What are its uses?

   (d) What is data hiding? How data hiding accomplish through a class?

   (e) What is an inline function? What are its benefits.

   (f) Describe local class with example.

3. Attempt any two parts of the following : $2 \times 10=20$

   (a) With an example differentiate between call be value and call by reference.

(b) What is a constructor ? Write a program to declare and define a constructor call, the constructor implicitly and explicity and display the result.

(c) What does inheritance mean in C++? Describe different forms of inheritance with example.

4. Attempt any two parts of the following : $2 \times 10 = 20$

(a) What is operator overloading? Write a program to overload a binary oprator.

(b) Differentiate between formated I/O with un formated I/O with proper example.

(c) Describe following classes :

(i)   Istream

(ii) Ostream and

(iii) IOStream.

5. Attempt any four parts of the following : $4 \times 5 = 20$

(a) Write a C++ template function. Called Swap ( ) that accept two agreement of generic type and interchange the contains.

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(b)   Describe throwing and catching machanism.

(c)   Write a program containing a possible exception. Use a try block to it throw it and a catch block to handle it properly.

(d)   What do you mean by standard tamplate library?

(e)   How many different type of error are encountered in a program.

(f)   Describe the use of scope-access operator (: :) and referance operator (&).

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