Roll No. ☐☐☐☐☐☐☐☐☐☐☐☐☐   Total No. of Pages : 02

Total No. of Questions : 18

B.Tech. (IT) (2018 Batch)   (Sem.–3)
OBJECT ORIENTED PROGRAMMING
Subject Code : BTIT-302-18
M.Code : 76392

Time : 3 Hrs.   Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :
1. **SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.**
2. **SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.**
3. **SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.**

SECTION-A

Answer briefly :

1. What is the use of constructors?

2. How is (ios::app) mode different from (ios::ate mode)?

3. What is function overloading?

4. What is a virtual class?

5. What is a friend functions?

6. How is object different from a class?

7. What is meant by initialization of a variable?

8. What is polymorphism?

9. What is advantage of scope resolution operator?

10. Explain the difference between abstraction & data hiding.

SECTION-B

11. Explain how memory is allocated to classes & objects?

12. How are destructors invoked in derived classes?

13. What is the overloading of function? How does a compiler execute an overloaded function?

14. What are the various access mechanisms available for inheritance?

15. Why is it necessary for constructors to know the order to declaration in base class?

SECTION-C

16. What are the steps in the design of a program using object oriented techniques.

17. What are the various File Opening modes? Explain various file pointer manipulators available in CPP. Mention various file error handling functions available in CPP.

18. Write a program to copy the content of two data file to third file. Make use of the exception handling conditions also.

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.