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

1. **Answer briefly :**

   a. What is the use of copy constructors?

   b. What is the use of default constructors?

   c. Why are classes in CPP called Abstract Data Types?

   d. What is a virtual class?

   e. What is a friend functions?

   f. How are structures different from a class?

   g. What is meant by dynamic initialization of a variable?

   h. What are the advantages of polymorphism?

   i. What are the advantages of scope resolutor?

   j. Explain the difference between abstraction & data hiding.

SECTION-B

2.   Write a program to copy the content of a data file to another file.

3.   How are Constructors invoked in derived classes? What is a parameterised constructors?

4.   How does a compiler proceed to execute an overloaded operator?

5.   What are virtual functions & virtual constructors? Give relevant examples to explain.

6.   How are friend functions different from member functions of a class? What is the difference between derivation & friendship?

SECTION-C

7.   What do you understand by inheritance? What are the different types of inheritance?

8.   Write a program in C++ to overload the +, -, operator to find the addition, subtraction, of strings.

9.   Why is it necessary for constructors to know the order to declaration in base class while destructors need not know the same? What actually happens when a destructor is invoked?

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.