

Roll No.

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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) Define a Class and how it is different from Object.
- 2) Define the role of constructor.
- 3) Illustrate the use of an array.
- 4) What is the benefit of function overloading?
- 5) What does 'this' pointer point to?
- 6) What is an Operator Overloading?
- 7) How virtual functions are used?
- 8) Why we need Exception Handling?
- 9) Discuss the concept of stream.
- 10) Define the data encapsulation.

SECTION-B

- 11) How is automatic initialization of objects achieved in C++? Illustrate.
- 12) How data hiding is accomplished using the concept of classes in C++?
- 13) How are objects created and member functions defined?
- 14) Discuss the procedure of exception handling mechanism in detail.
- 15) Explain the need of virtual base classes.

SECTION-C

- 16) Discuss the different types of constructors in C++.
- 17) Discuss various steps involved in using a file in a C++ program? Explain it with the help of a program that read the content of the file.
- 18) Explain different types of inheritance with suitable examples.

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.