

Roll No.

BCA-301(N)**B. C. A. (Third Semester)
EXAMINATION, Dec., 2017****(New Course)****Paper First****OBJECT ORIENTED PROGRAMMING USING C++***Time : Three Hours] [Maximum Marks : 75***Note :** Attempt questions from all Sections as directed.**Inst. :** The candidates are required to answer only in serial order. If there are many parts of a question, answer them in continuation.**Section—A** 3 each**(Short Answer Type Questions)****Note :** Attempt all questions.

1. (A) Differentiate between pointer and reference variable.
- (B) What is the difference between public and protected inheritance ?
- (C) How does C++ compiler handle dynamic binding ?
- (D) Define reusability ? How does C++ support reusability.

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- (E) How are constructor and destructor executed in multilevel inheritance ?
- (F) What is the role of new operator in C++ ?
- (G) How is garbage collection done in C++ ?
- (H) Write the output of the following C++ program code :

Assume all required header files are already being included in the program.

void position (int & C1 int C2 = 3)

```
{
    C1 += 2;
    C2 += y;
}
```

void main ()

```
{
    in P1 = 20, P2 = 4;
    position (P1);
    cout << P1 << "," << P2 << endl;
    position (P2, P1);
    cout << P1 << "," << P2 << endl;
}
```

- (I) Write the output of the following C++ program code :

Assume all required header files are already being included in the program.

class calc

```
{
    char Grade;
    int Bonus;
```

```

public :
    calc ( ) {Grade = 'E' : Bonus = 0;}
void Down (int G)
{
    Grade - = G;
}
void Up (int G)
{
    Grade + = G
    Bonus ++;
}
void show ( )
{
    cout << Grade << "#" << Bonus << endl;
}
};

void main ( )
{ Calc C;
  C. Down (2);
  C. Show ( );
  C. Up (7);
  C. Show ( );
  C. Down (2);
  C. Show ( );
}

```

Section—B

(Long Answer Type Questions)

Note : Attempt any *two* questions.

2. (i) Differentiate between the following : 2
 - (a) f = open ('diary .txt', 'r')
 - (b) f = open ('diary .txt', 'w')
- (ii) Give an example to show how to use object as the arguments in a function. 10
3. (i) Explain how arguments are passed by a program to a function. 6
- (ii) Create a class named shape. Using shape class write a program to develop square and rectangle as the output. http://csjmuonline.com 6
4. (i) What is the role of inline function ? How does it differ from macros ? 6
- (ii) What is meant by constant member function ? Explain with example. 6
5. (i) Which operators cannot be overloaded. 2
- (ii) Write a program to overload ++ operator for prefix and postfix use. 10

Section—C

(Long Answer Type Questions)

Note : Attempt any *two* questions.

6. What is polymorphism ? What are the different types of polymorphism ? Explain in detail, what are the merits and demerits ? 12
7. (i) What do you mean by Data Abstraction ? 6
- (ii) Explain how exception handling is done in C++. 6

8. (i) Explain typecasting. What are explicit and implicit type conversion ? 6
- (ii) What do you mean by generic class ? Give an example. 6
9. (i) What is the difference between a virtual function and pure virtual function ? Explain with example. 6
- (ii) Write a function template to find a maximum value from an array. 6