Seat	No.	:	

MI2-105

December-2016

B.C.A., Sem.-III

CC-203: Object Oriented Concepts and Programming

Time :	31	Hour	s) [Max. Max	rks : 70
1. ((a)	(1)	Give the difference between C and C++.	4
		(2)	Define the terms: Encapsulation, Data Abstraction and Polymorphism.	3
			OR	
		(1)	Explain console input and output operations in C++.	
		(2)	Explain the concept of 'arrow operator' in C++ with example.	
(ъ)	(1)	What is 'inline' function? Explain with example.	4
		(2)	What is class? Explain in brief.	3
			OR	
		(1)	Explain function overloading in C++ with example.	
		(2)	Explain 'bool' data type in C++.	
2. (a)	(1)	What are copy constructors? Why do we need it? Explain in brief.	4
		(2)	What are static member functions? Explain with example.	3
			OR	
		(1)	Explain array of object in detail.	
		(2)	What is dynamic allocation of memory in C++? Explain with example.	
(1	b)	(1)	What are constant member functions? Give the example.	.4
		(2)	Give the difference between constructor and destructor.	3
			OR	
		(1)	What is Friend Function? Explain Friend member function with example	. .
		(2)	What is namespace? Explain nested namespace with example.	
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3.	(a)	(1)	Explain inheritance using different access specifiers.	4
		(2)	What is an abstract class? Explain in brief.	3
			OR	
		(1)	Discuss virtual base class with famous Diamond problem.	
		(2)	What is pure virtual function? Explain the features of it.	
	(b)	(1)	Define the terms: VTBL and VPTR.	4
		(2)	Explain Hierarchical inheritance with example.	3
			OR	
		(1)	Give the difference between compile-time polymorphism and run-time polymorphism.	
		(2)	Discuss virtual destructor with example.	
4. (a)	(1)	What do you mean by 'overloading of operators'? What are the operators that can be overloaded?	4	
		(2)	How do we convert a data of basic type to class type? Explain with example.	3
			OR	
		(1)	What is function template? Give the example of function template with multiple parameters.	
		(2)	Explain typeid operator in brief.	
	(b)	(1)	Explain dynamic_cast and static_cast operator in brief.	4
		(2)	What is the role of operator function in type conversion?	3
			OR	
		(1)	What is class template? Explain nested class template with example.	
		(2)	What is the necessity to overload operators using friend function? Explain with example.	
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5 .	Do a	Do as Directed:				
	(1)	An object is an of class.				
	(2)	The word which has predefined meaning and cannot be used as variable name is known as				
		(a) Constants				
		(b) Identifiers				
		(c) Keywords				
		(d) None of these				
	(3)	The constructor which does not accept any argument is called constructor.				
	(4)	Early binding is also called as binding.				
	(5)	Reusability of the code can be achieved in C++ through				
	(6)	Function template is used to reduce the code size and ease the maintenance of code. (True/False)	1			
	(7)	The keyword is used to declare the class constructor to be 'explicit constructor'. GujaratStudy.com				
	(8)	Operator overloading is a runtime polymorphism. (True/False)				
	(9)	By default the members of structure are public and the members of class are private. (True/False)	!			
	(10)	Destructors are used to the object.				
		(a) Initialize (b) Increment				
		(c) Destroy (d) None of these				
	(11)	1) An entire class can be made a friend of another class. (True/False)				
	(12)	The operator is used to destroy the variable space which has been created dynamically.	ı			
		(a) new (b) delete				
		(c) arrow (d) none of these				
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(13) A pointer of the base class can hold address of _____. only base class object (a) (b) only derived class object (c) base class object as well as derived class objects (d) None of these (14) When one class inherits from the other class, then the original class is called (a) Base class **(b)** Derived class (c) Sub class (d) None of these

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