

AT-436

B.C.A. (Part-II) Semester-III Examination
OBJECT ORIENTED PROGRAMMING WITH C++
Paper-3ST2

Time : Three Hours]

[Maximum Marks : 60

- N.B. :—** (1) All questions are compulsory.
(2) All questions carry equal marks.
(3) Assume suitable data wherever necessary.

1. (a) Describe the structure of a C++ program. 6
(b) What do you mean by type casting ? What are the differences between implicit and explicit type conversion ? 6

OR

2. (a) What are the advantages and application of OOPs ? 6
(b) Explain dynamic initialization of variable with suitable example. 6
3. (a) What is inline function ? State in which situation it may not work properly. 6
(b) Explain the following with an example :
(i) Switch
(ii) do.....while. 6

OR

4. (a) Explain the use of default argument in a function. 6
(b) Explain the following statements with example :
(i) Break
(ii) Goto. 6

5. (a) Explain friend function with example. 6
- (b) Explain the concept of passing objects as argument with suitable example. 6

OR

6. (a) Explain the concept of class and object with example. 6
- (b) Explain a constructor with default argument. 6
7. (a) What is operator overloading ? How to define operator function ? Explain. 6
- (b) What is visibility mode ? What are the different inheritance visibility modes supported by C++ ? 6

OR

8. (a) What are arrays ? Explain the concept of arrays of object with suitable example. 6
- (b) What is 'this' ? Explain the use of 'this' pointer with suitable example. 6
9. (a) Describe the rule for virtual function. 6
- (b) Explain runtime polymorphism with suitable example. 6

OR

10. (a) Explain I/O operations of file with stream class with suitable example. 6
- (b) What is polymorphism ? Describe different type of polymorphism in C++. 6