Registration No. :					

Total number of printed pages - 2

B. Tech

BECS 2207

Third Semester (Back/Special)Examination – 2013 OBJECT ORIENTED PROGRAMMING

BRANCH: CSE, IT

QUESTION CODE: D 208

Full Marks - 70

Time: 3 Hours

Answer Question No. 1 which is compulsory and any five from the rest.

The figures in the right-hand margin indicate marks.

Answer the following questions :

 2×10

- (a) What is the application of scope resolution operator in C++?
- (b) What is containership?
- (c) How is the expression (m>n?m:n) evaluated?
- (d) Which operator are used to access memory?
- (e) What is the output of the following programme code?

 Void main()

{ int i ; j=20; for(i=0,i<=10,i++) cout << j ; cout << l }

- (f) C++ class can be considered as abstract data type(Y/N) justify?
- (g) What is the difference between operator overloading and function overloading by giving example?
- (h) What is friend function in C++?
- (i) Distinguish between constructor and destructor.
- (j) What is the use of this pointer?
- 2. (a) What are the different types of Inheritance? Explain with examples.

	(b)	What is polymorphism in C++? How polymorphism is achieved at comtime and run time?	pile 5
3.	(a)	Write a function using reference variable as arguments to swap the val of pair of integers.	ues 5
	(b)	Write down at least six properties of object oriented concept. Explain examples.	with 5
4.		at is Exception? Describe the mechanism of exception handling with suitanple.	able 10
5.	(a)	Differentiate between Private, Public and Protected data member of class with example.	the 5
	(b)	What is the difference between structure and classes in C++?	5
6	(a)	What is the difference between passing as argument by reference passing it by value?	and 5
	(b)	Explain the dynamic memory allocation mechanism using C++ features	. 5
7	(a)	What is constructor and its types? Explain with suitable examples for ea	ach. 5
	(b)	What is the difference between method overloading and method overridusing suitable example?	ding 5
8.	Writ	te short notes on any two of the following:	5×2
	(a)	Inline function	
	(b)	Virtual function	
	(c)	Compile time vs runtime polymorphism	
	(d)	Constructor vs destructor.	