



003-003302

28/70
CS-14

B. C. A. (CBCS) (Sem. III) Examination

December - 2011

CS-14 : C++ & Object Oriented Programming

Faculty Code : 003

Subject Code : 003302

Time : 2½ Hours]

[Total Marks : 70

Instruction : Write answer of all questions in main answer sheet.

1 MCQs

20 (14)

(1) C++ was originally developed by

- (A) Nicolas Wirith
- (B) Donald Knuth
- (C) Bjarne Stroustrup
- (D) Ken Thompson

(2) The operator << is called

- (A) An insertion operator
- (B) Put to operator
- (C) Either (A) or (B)
- (D) None of these

(3) When a language has the capability to produce new data type, it is called

- (A) Extensible
- (B) Overloading
- (C) Encapsulated
- (D) Reprehensible

(4) What is a reference ?

- (A) an operator
- (B) a reference is an alias for an object
- (C) used to rename an object
- (D) None of these

(5) State the object oriented languages

- (A) C++
- (B) Java
- (C) Eiffel
- (D) All of the above

(6) A constructor is called whenever

- (A) a object is declared
- (B) an object is used
- (C) a class is declared
- (D) a class is used

(7) Overload function in C++ means

- (A) a group function with the same name
- (B) all have the same number and types of argument
- (C) function with same name and same number and type of argument
- (D) All of the above

(8) C++ name was suggested by

- (A) Rick Mascitti
- (B) Bjarne Stroustrup
- (C) Donald Knuth
- (D) Ken Thompson

(9) A class having no name

- (A) is not allowed
- (B) can't have a constructor
- (C) can't have a destructor
- (D) can't be passed as an argument

(10) A destructor takes

(A) One argument

(B) Two argument

(C) Three argument

(D) Zero argument

(11) The field in a class of a C++ program is by default

(A) protected

(B) public

(C) private

(D) none of these

(12) Find out the error in following block of code

```
if (x=100)
```

```
    cout<<"x is 100";
```

(A) 100 should be enclosed in quotation

(B) There is no semicolon at the end of first line

(C) Equals to operator mistake

(D) Variable x should not be inside quotation

(13) Which of the header file must be included to use string stream ?

(A) <iostream>

(B) <string>

(C) <sstring>

(D) <sstream>

(14) Which of the following is input statement in C++ ?

- (A) cin
- (B) input
- (C) get
- (D) none of above

(15) By default, the standard output device for C++ program is

- (A) Printer
- (B) Monitor
- (C) Modem
- (D) Disk

(16) Which of the following is extraction operator in C++ ?

- (A) ^
- (B) v
- (C) <<
- (D) >>

(17) What punctuation ends most lines of C++ code ?

- (A) Dot
- (B) Semi-colon
- (C) Colon
- (D) Single quote

(18) The preprocessor directive # include is required if

- (A) Console output is used
- (B) Console input is used
- (C) Both console input and output is used
- (D) None of these

(19) Which of the following is selection statement in C++ ?

(A) break

(B) goto

(C) exit

(D) switch

(20) In C++ a function contained within a class is called

(A) a member function

(B) an operator

(C) a class function

(D) a method

2 (a) Attempt any three :

6 (2)

(1) What is Class ?

(2) What is Destructor ?

(3) What is Abstract Class ?

(4) What is Stream ?

(5) What is Encapsulation ?

(6) What is Template ?

(b) Attempt any three :

9 (4)

(1) Differentiate : Procedure v/s Object Oriented Programming Language.

(2) Discuss Rules for Operator Overloading.

(3) Explain Scope Resolution Operator with example.

(4) List Expression types and explain any one.

(5) Explain file opening modes in details.

(6) Explain use of manipulator.

(c) Attempt any two :

10 (2)

- (1) What is Inheritance ? Explain types of Inheritance in brief.
- (2) Explain Benefits of OOP.
- (3) Explain Function Overloading with appropriate example.
- (4) Discuss Error Handling Function with example.
- (5) Explain call by value and call by reference with example.

3 (a) Attempt any three :

6 (3)

- (1) What is Object ?
- (2) What is Constructor ?
- (3) What is Polymorphism ?
- (4) What is OOP ?
- (5) Structure of C++ Program.
- (6) What is new operator ?

(b) Attempt any three :

9 (3)

- (1) Differentiate : Structure v/s class.
- (2) Discuss Rules for Constructor.
- (3) Explain Virtual Base Class in Brief.
- (4) Explain Memory Allocation for Object.
- (5) Explain Copy Constructor with example.
- (6) Explain inline function with example.

(c) Attempt any two :

- (1) Explain C++ stream class in brief.
 - (2) Explain Unary and Binary Operator Overloading in details.
 - (3) Explain virtual function and pure virtual function with example.
 - (4) Discuss Application of OOP.
 - (5) Explain friend function in detail with suitable example.
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