eat No.:	Enrolment No.

## **GUJARAT TECHNOLOGICAL UNIVERSITY**

BE - SEMESTER-IV (NEW) - EXAMINATION - SUMMER 2017

Subject Code: 2140705 Date: 12/06/2017

**Subject Name: Object Oriented Programming With C++** 

Time: 10:30 AM to 01:00 PM Total Marks: 70

## **Instructions:**

- 1. Attempt all questions.
- 2. Make suitable assumptions wherever necessary.
- 3. Figures to the right indicate full marks.

			MARKS		
Q.1		Short Questions	14		
	1	What is the full form of OOPS?	1		
	2	What is an object?	1		
	3	Define Data Abstraction.	1		
	4	What is a constructor?	1		
	5	What is the purpose of 'delete' operator?	1		
	6	Why do we need the preprocessor directive #include <iostream>?</iostream>	1		
	7	Define Reusability.	1		
	8	What does this pointer point do?	1		
	9	Define std::cout and use it in a C++ statement.	1		
	10	What is the difference between an array and a simple variable?	1		
	11	How does a C++ Structure differ from a C++ Class?	1		
	12	Can We have more than one constructor in a Class?	1		
	13	Enlist Derived data types in C++.	1		
	14	How is a member function of a class defined?	1		
Q.2	(a)	Describe, with examples, the uses of enumeration data types.	3		
•	<b>(b)</b>	Explain the basic concepts of Object Oriented Programming.	4		
	<b>(c)</b>	What is a User Defined Data type? What is the scope and life	07		
		time of variable? Explain using C++ program			
		OR			
	<b>(c)</b>	Define a class complex with real and imaginary as two data	07		
		member, add necessary constructors and member function to			
		initialize and display data of class. Class should overload the + operator to add two complex objects and return the results.			
		Invoke the statements like C3=C1+C2 in main ().			
Q.3	(a)	When do we declare a member of a class static?	03		
•	(b)	Describe the importance of destructors.	04		
	(c)	Explain the type conversion from basic type to class type and	07		
		from class type to basic type with proper example.			
		OR			
Q.3	(a)	How many arguments are required in the definition of and	03		
	(I-)	overloaded unary operator?	0.4		
	` '	When will you make a function inline? Why?  By giving an example, illustrate use and working of nested try	04 07		
	(c)	blocks and re -throwing of an exception.	U7		
Q.4	(a)	Describe the syntax of the single inheritance in C++.	03		
•	(b)	What is an abstract class? What is virtual base class?	04		
	(c)	Explain Runtime polymorphism. Explain and demonstrate, how	07		
		virtual function to achieve runtime polymorphism?			
		OR			
<b>Q.4</b>	(a)	How do the I/O facilities in C++ differ form that in C?	03		
	<b>(b)</b>	Explain reference variables.	04		
	(c)	Declare a class called book having members like book_title, publisher and author_name. Overload extractor and inserter	07		
		publisher and audior_name. Overload extractor and hiserter			

operators ( >> and << ) for class book.

Q.5	(a)	Compare structured programming with object oriented	03	
		programming		
	<b>(b)</b>	Discuss the different ways by which we can access public	04	
		member functions of an Object.		
	(c)	Explain various file mode parameters in C++. Write a program to		
		copy the contents of a source file student1.txt to a destination file		
		student2.txt character by character.		
		OR		
0.5	(a)	Describe the major parts of a C++ Program.	03	
	( <b>b</b> )	Explain friend function with the help of an example	04	
	(c)	What is an exception? What are the advantages of using	07	
	` /	exception handling in a program? Illustrate C++ exception		
		handling mechanism		
		C		

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