UBCAT404 - Paper-IV : Object Oriented Programming Using C++

P. Pages : 2

GUG/W/23/11978

Time : Three Hours	*6874*	Max. Marks : 40

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Notes :   1.   All questions are compulsory and carry equal marks.
2.   Draw a neat and labelled diagram wherever necessary.
3.   Avoid vague answers.

Either:

1. a) What is control structures? Explain any one of them using suitable example. **4**

b) Explain function prototyping in detail. **4**

OR

c) Design Inline function for add and multiply of two integers numbers. **4**

d) Explain the following. **4**
   i)   Call by Reference.
   ii) Call by Value

Either:

2. a) Explain the characteristics of OOP in detail. **4**

b) Explain the following. **4**
   i)   Data Members.   ii)   Member function.

OR

c) Explain Arrays within class in detail. **4**

d) Design a class "Employee" with appropriate members to demonstrate array of object. **4**

Either:

3. a) Explain the multiple constructors in a class in detail. **4**

b) Explain Unary and Binary operator overloading in detail. **4**

OR

c) Write a program to single inheritance for following structure. Student class (rollno., sub1, sub2) and Result Class (total, avg.) **4**

```
┌──────────┐
│ Student  │
└──────────┘
     │
     ↓
┌──────────┐
│ Redsult  │
└──────────┘
```
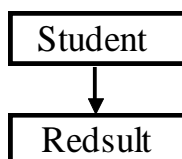
d) Explain Destructor in Derived classes in detail. **4**

Either:

4. a) Explain the concept of Painter to objects in detail. **4**

b) Explain Virtual function in detail using suitable example. **4**

OR

c) Explain the following. **4**
   i) 'New' operators
   ii) 'Delete' operators

d) Explain Random Access of file in detail . **4**

5. Solve all the questions.

a) Write a short note on Manipulators. **2**

b) Define class and sub class in detail. **2**

c) Write a rules for operator overloading. **2**

d) Explain the command line arguments in brief. **2**

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