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B.TECH.DEGREE EXAMINATIONS: APRIL / MAY 2009

Fourth Semester

TEXTILE TECHNOLOGY

U07CS304 Object Oriented Programming

Time: Three Hours **Maximum Marks: 100**

Answer ALL the Questions:-

PART A (20 x 1 = 20 Marks)

1. Object oriented program emphasizes on
   a. Algorithm b. Data c. Program d. Functions
2. Object communicate between them by
   a. Calling Procedures
   b. Triggering Functions
   c. Passing Values
   d. Passing Messages
3. Exception handling is used by
   a. System to rectify error
   b. User to rectify error
   c. Object to rectify error
   d. Program to rectify error
4. The flow of data which acts as interface between input / output device is known as
   a. Parameter b. Stream c.Value d. Data handling
5. The elements identified by the complier is known as
   a. Data types b.. Keywords c.Variables d. Tokens
6. Inline-Function execution involves the overhead jumping _____ the calling statements
   a. From & To b. To c.To & From d. From
7. Overloaded functions
   a. Are a group of functions with same name
   b. All have the same number & types of arguments
   c. Make simpler process program
   d. May fail unexpectedly
8. A Default argument has a value that
   a. May be supplied by the calling program
   b. May be supplied by the function
   c. Must have a constant value
   d. Must have a variable value
9. In a class, data or functions designated as PRIVATE are accessible
   a. To any function in program b. To member functions of that class
   c. Only if you know the password d. only to public members of that class
10. A constructor is executed automatically when an object is
    a. Created b. Accessed
    c. Triggered d. Executed
11. You can read input that consists of multiple line of text using
    a. The normal cout << combination
    b. The cin.get() function with one argument
    c. The cin.get() function with two arguments
    d. The cin.get() function with three arguments

12. It is possible for a structure variable to be _____ of another structure varia
    a. Member
    b. Abstract
    c. Private
    d. Public

13. Assume a class C with objects obj1, obj2 & obj3. For the statement obj3=obj1-o
    to work correctly, the overloaded – operator must
    a. Take two arguments
    b. Return a value
    c. Create a named temporary object
    d. Use the object of which it is a member as an operand

14. To convert from a basic type to user-defined class, you would most likely use
    a. A built-in conversion operator
    b. A one-argument constructor
    c. An overloaded = operator
    d. A conversion operator that's a member of the class

15. In heritance is a way to
    a. Make general classes into more specific classes
    b. Pass arguments to objects of classes
    c. Add features to existing classes without rewriting them
    d. Improve data hiding and encapsulation.

16. Derived classes can extend the capabilities of base class with
    a. No need to modify base class
    b. With modification in objects
    c. With modification in inheritance of the objects
    d. With modification in base class

17. The keyword FRIEND appears in
    a. The class allowing access to another class
    b. The class desiring access to another class
    c. The private section of a class
    d. The public section of a class

18. A pure virtual function is a virtual function that
    a. Returns nothing
    b. Is used in base class
    c. Makes its class to be abstract
    d. Communicates with many classes.

19. Mode bits such as a in and out
    a. Are defined in the ios class
    b. Can specify if a file is open for reading and writing
    c. Work with put() and get() functions
    d. Specify the ways of opening a file

20. A class template
    a. Is designed to be stored in different containers
    b. Works with different data types
    c. Generates objects which must all be identical
    d. Generates classes with different numbers of members functions.

PART B (5 x 16 = 80 Marks)

21. a i. List out the disadvantages of OOP. 6

ii. Explain major elements of OOP with examples. 10

(OR)

21. b. Briefly explain reusable components in software & discuss how OOP manages them.

22. a. Explain the control structures and default arguments with suitable example.

(OR)

22. b. Illustrate function prototyping and function overloading contributions in object oriented program.

23. a. Write a program and explain returning objects from function.

(OR)

23. b. Give a detailed note with example on array as function argument and as class member data.

24. a. i. How does Unary & Binary operator differ from each other. 8

ii. Explain how multiple inheritance make OOP simpler. 8

(OR)

24. b. Explain data conversion, derived class & base class constructor with example.

25. a. i. Explain the term "Command line arguments" 6

ii. Write note on Virtual, Friend & Static functions. 10

(OR)

25. b .i. By using "this" pointer how a member data can be accessed and how it will return the value – explain. 8

ii. Explain file pointer and their application. 8

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