Register No: ……………………………

B.TECH DEGREE EXAMINATIONS: APRIL / MAY 2011

Fourth Semester

TEXTILE TECHNOLOGY

U07CS304: Object Oriented Programming & C++

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

Answer ALL Questions:-

PART A (10 x 1 = 10 Marks)

1. Which of the following languages is a subset of C++ language?

    a) C language   b) Java language   c) C# language   d) B language

2. Which of the following is not supported by C++

    a) Operator Overloading   b) Inheritance   c) Exception handling   d) Reflection

3. A function that calls itself for its processing is known as

    a) Inline Function   b) Nested Function   c) Overloaded Function   d) Recursive Function

4. How many copies of a class static member are shared between objects of the class?

    a) A copy of the static member is shared by all objects of a class

    b) A copy is created only when at least one object is created from that class

    c) A copy of the static member is created for each instantiation of the class

    d) No memory is allocated for static members of a class.

5. Which of the following does not have class scope?

    a) public access specifiers   b) private access specifiers

    c) protected access specifiers   d) Private & protected specifiers

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. Which of the following relationship is known as inheritance relationship?

   a) 'has-a' relationship   b) 'is-a' relationship   c) association relationship   d) "not" relationship

8. Operator overloading means

   a) Giving additional meaning to operator   b) Using more than one operator

   c) Using without operands   d) Using along with a class

9. The input is given to a program with arguments in the main() function through

   a) Keyboard   b) Command line   c) Cin   d) file

10. Which of the following is the most preferred way of throwing and handling exceptions?

    a) Throw by value and catch by reference.

    b) Throw by reference and catch by reference.

    c) Throw by value and catch by value

    d) Throw the pointer value and provide catch for the pointer type.

PART B (10 x 2 = 20 Marks)

11. What do you mean encapsulation?

12. Define OOPs?

13. What do you mean by inline function?

14. Can the constructor, destructor functions be overloaded? If yes / no give reasons.

15. What is an explicit constructor?

16. What is the difference between class and structure?

17. What is the difference between method overloading and method overriding?

18. What is the general form when a class inherits another class?

19. What do you mean by virtual methods?

20. What do you mean by early binding?

PART C (5 x 14 = 70 Marks)

21. a) Explain in detail the basic concepts of OOPS.

[OR]

    b) (i) Write a program in c++ to find the factorial of a given number.   (7)

       (ii) Give some applications of OOPS?   (7)

22. a) Explain the function overloading with an example.

[OR]

    b) Write a program to perform the arithmetic operations of two numbers.

23. a) Write a program to find the sum of two 3*3 matrixes and display the result.

[OR]

b) With an example explain constructors.

24. a) Explain inheritance and its types with examples.

[OR]

b) Write a example to demonstrate the unary overloading and explain it.

25. a) Explain virtual function with example.

[OR]

b) (i) Explain function templates with an example. (7)

(ii) Explain the concept of friend function with an example. (7)

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