

G 3530

M.C.A. DEGREE EXAMINATION, MAY/JUNE 2007.

Second Semester

MC 1652 — OBJECT ORIENTED PROGRAMMING

(Regulation 2005)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Compare Procedural Programming with Object Oriented Programming.
2. Define Tokens and identifiers, keywords.
3. Differentiate inline function with normal function.
4. Compare macros and inline function.
5. What are the operators not to be overloaded?
6. What is the use of 'this' keyword?
7. What is Dynamic binding? How do you achieve Dynamic Binding in C++?

What is the difference between overloading and overriding?

What do you mean by Concrete type class?

What do you mean by Abstract type class?

PART B — (5 × 16 = 80 marks)

11. (a) (i) Explain why OOP technology is so popular in the software industry. (8)
(ii) Explain the role of different access specifier with an example. (8)

Or

- (b) (i) Compare features of OOP with procedure oriented programming. (8)
(ii) Explain the using containers in OOP with an example each. (8)
12. (a) Explain the following function with sample program (i) friend function, (ii) static function (iii) Virtual function, (iv) Pure virtual function. (4 × 4 = 16)

Or

- (b) Write a function for 2 dimensional array multiplication with the following instruction. (8)
(i) Get the input for the array through command line argument. (4)
(ii) Invoke the function using function pointer. (4)
13. (a) Write a sample program for the following
(i) Unary operator overloading. (8)
(ii) Binary operator overloading. (8)

Or

- (b) (i) What is the use of constructor and destructor? Compare. (4)
(ii) Explain different types of constructor with sample program. (12)
14. (a) (i) Write a program to find biggest number among two numbers using template function. (8)
(ii) Write any sample program for Generic class using class Template. (8)

Or

- (b) (i) What do you mean by exception handling? (3)
(ii) How will you handle exception and explain try, catch, throw keywords with sample program? (7)
(iii) Explain any three exceptions. (6)

15. (a) Why interface class is so important? How will you handle interface class?
Explain with examples. (16)

Or

- (b) What do you mean by Application Framework and explain with an
example application? (16)
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