(b) What is encapsulation? What are its advantages? How can encapsulation be enforced in C++?

(c) Differentiate and give examples to bring out the difference between

 $i)\,Function\,overloading\,and\,function\,overriding\\$ 

 $ii)\, Default\, constructor\, and\, copy\, constructor\,$ 

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**Printed Pages: 4** 

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**NBC402** 

(Following Paper ID and Roll No. to be filled in your Answer Book)									
PAPER ID : 294402									
Roll No.									

## MCA-DUAL DEGREE (SEM. IV) THEORY EXAM. 2014-15 OBJECT ORIENTED PROGRAMMING USING C++

Time: 3 Hours [Total Marks: 100

**Note:** Attempt questions as indicated.

**Q1.** Attempt any *four* parts of the following: 5x4=20

- (a) What do you mean by virtual class? When do we declare a class as virtual in C++?
- (b) What is objects oriented approach?
- (c) What is an aggregation? Explain with an example and diagram.

- (d) What are the friend functions? Explain the characteristics with a suitable example.
- (e) Explain why do we need to use constructors. Explain a copy constructor with an example.

**Q2.** Attempt any *two* parts of the following: 10x2=20

- (a) What is an operator overloading? Write a C++ program to overload operator (for pre-decrement).
- (b) Differentiate between static binding and dynamic binding. Explain the use of virtual function with the help of suitable example.
- (c) What do you mean by static class member? Explain the characteristics of static class member with suitable example.
- **Q3.** Attempt any *two* parts of the following: 10x2=20
- (a) What is Standard Template Library? How is it different from the C++ Standard Library?
- (b) What is exception handling? Explain the types of exception handling and explain with suitable example.

(c) Write a program to find the sum of two numbers declared in a class and display the numbers and sum using friend class.

**Q4.** Attempt any *two* parts of the following: 10x2=20

- (a) What is inherence in object-oriented programming? Explain all inheritance in C++ with suitable example.
- (b) Create a base class basic\_info with data members name, roll no, sex and two member functions getdata and display. Derive a class physical\_fit from basic\_info which has data members height and weight and member functions getdata and display. Display all the information using object of derived class.
- (c) Write short notes on the following:
  - i) Inline function
  - ii) Virtual function.
- **Q5.** Attempt any *two* parts of the following: 10x2=20
- (a) Why is destructor function required in class? What are the special characteristics of destructors? Can a destructor accept argument?

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