Roll No. ....

Printed Pages : 2

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BT–4 / M –15

OBJECT ORIENTED PROGRAMMING
USING C++

Paper–IT–252 E Opt. I

Time allowed : 3 hours]   *[Maximum marks : 100*

Note :   *Attempt five questions in all, selecting at least one question from each unit.*

Unit–I

1. Differentiate between the following with examples :

     (i)   Overloading and Overriding   10

     (ii)   Public, Private and protected access type.   10

2.   (a)   What is a constructor ? What do you mean by dynamic initialization of objects ? Give examples.   10

     (b)   Explain the difference between inline function and friend function with the help of example.   10

Unit–II

3.   (a)   What is inheritance ? What are the access privileges in C++ ? What is the default access level ?   10

     (b)   What is the difference between private, public and protected inheritance ?   10

4.   (a)   What are restrictions on operator overriding ?   10

     (b)   How the operators can be over loaded ? Explain with example.   10

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Unit–III

5. Differentiate between function templates and template functions. Write a generic program for the stack that takes as input int data and float data. 20

6. (a) What is a file ? Write a program to create, read and write in a sequential access file. 10

   (b) Write a program to print your program code as output. 10

Unit–IV

7. (a) What is an exception ? Give some reasons that causes exceptions. 10

   (b) What do you mean by template ? Write a program to demonstrate function template. 10

8. Write note on the following :

   (a) Function overiding 6

   (b) Class template 8

   (c) File handling in C++. 6

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