

# C.U.SHAH UNIVERSITY

## Winter Examination-2018

Subject Name : Object Oriented Programming with C++

Subject Code : 4CS02BOP1

Branch: B.C.A.

Semester : 2

Date : 23/10/2018

Time : 02:30 To 05:30

Marks : 70

Instructions:

- (1) Use of Programmable calculator & any other electronic instrument is prohibited.
  - (2) Instructions written on main answer book are strictly to be obeyed.
  - (3) Draw neat diagrams and figures (if necessary) at right places.
  - (4) Assume suitable data if needed.
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Q-1

Attempt the following questions:

(14)

- a) A C++ code line ends with \_\_\_\_
  - A. Semicolon(;
  - B. Comma(,)
  - C. Fullstop (.)
  - D. Slash(/)
- b) In CPP, members of a class are \_\_\_\_\_ by default.
  - A. Private
  - B. Protected
  - C. Public
  - D. Static
- c) C++ was originally developed by
  - A. Nicolas Wirth
  - B. Donald Knuth
  - C. Bjarne Stroustrup
  - D. Ken Thompson
- d) The operator << is called
  - A. Insertion Operator
  - B. Extraction Operator
  - C. Pointer operator
  - D. None of the above
- e) In C++ a function contained within a class is called
  - A. member function
  - B. class function
  - C. Method
  - D. function overloading
- f) How many ways of passing a parameter are there in c++?
  - A. 1
  - B. 3
  - C. 2
  - D. 4
- g) Default constructor has \_\_\_\_ arguments.
  - A. No argument
  - B. One argument
  - C. Two arguments
  - D. Many arguments
- h) How to access the object in the class?
  - A. using scope resolution operator
  - B. using member access operator
  - C. using ternary operator
  - D. None of the above
- i) Which keyword is used to access the variable in namespace?



- A. Static  
B. Dynamic  
C. using  
D. const
- j) Reusability of code in C++ is achieved through \_\_\_\_  
A. Polymorphism  
B. Encapsulation  
C. Inheritance  
D. Exception handling
- k) A class whose objects cannot be created is known as \_\_\_\_  
A. Absurd Class  
B. Abstract Class  
C. Dead Class  
D. Super Class
- l) How many types of constructors are available in c++?  
A. 0  
B. 1  
C. 2  
D. 3
- m) Which is used to create a pure virtual function ?  
A. \$  
B. &  
C. =0  
D. !
- n) What does STL stands for ?  
A. Simple Template Library  
B. Single Type based Library  
C. Static Type Library  
D. Standard Template Library

**Attempt any four questions from Q-2 to Q-8**

- Q-2 Attempt all questions (14)**  
a) Explain default argument with example. (5)  
b) What is inline function ? Which are the limitations of inline function ? (5)  
c) Explain this pointer with suitable example (4)
- Q-3 Attempt all questions (14)**  
a) Write a C++ code to calculate area of rectangle, area of square, area of triangle using function overloading concept. (5)  
b) What is access specifier? Explain various access specifier in detail. (5)  
c) Explain virtual function with example. (4)
- Q-4 Attempt all questions (14)**  
a) What is reference variable? Write a C++ program to swap two numbers using reference variable. (5)  
b) Explain friend function with example. (5)  
c) Explain dynamic memory allocation and deallocation with example. (4)
- Q-5 Attempt all questions (14)**  
a) Differentiate Early binding with Late binding (5)  
b) Explain rules for operator overloading. (5)  
c) Explain Virtual base class with example. (4)



