# 00568

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## B.Tech. - VIEP - COMPUTER SCIENCE AND ENGINEERING (BTCSVI)

#### **Term-End Examination**

December, 2015

### BICS-003 : OBJECT ORIENTED PROGRAMMING

Time : 3 hours

Maximum Marks: 70

**Note :** Attempt any **seven** questions. All questions carry equal marks.

- 1. (a) Compare and contrast OOP language and Procedural language.
  - (b) Explain the use of private and public keywords. How are they different from each other ?
- 2. Explain the following terms with the help of an example for each :  $4 \times 2 \frac{1}{2} = 10$ 
  - (a) Encapsulation
  - (b) Reusability
  - (c) Robustness
  - (d) Delete operator

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- 3. (a) What do you understand by object identity ? Explain with the help of an example.
  - (b) What is friend function ? Explain with the help of an example.
- 4. (a) Describe the various types of Inheritance with the help of an example.
  - (b) Write a program in C++ to generate Fibonacci series using recursion with member function.
- 5. Define the following :
  - (a) Copy constructor
  - (b) Abstract data types
  - (c) Default constructor
  - (d) Static class data
- 6. Write a program in C++ to declare classes X, Y and Z. Each class contains one character array as a data member. Apply multiple inheritance. Concatenate string of class X and Y and store it in the class Z. The program prints all the three things.
- 7. (a) What is polymorphism ? Explain the compiler time and run time binding.
  - (b) What is the difference between virtual function and virtual classes ?

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 $4 \times 2\frac{1}{2} = 10$ 

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- 8. (a) What is a file ? What are the different types of file opening modes ?
  - (b) Differentiate between the sequential and random file operations.
- 9. (a) What do you mean by Exception Handling? How many different types of errors are encountered in a program?
  - (b) Write a program to declare pointer to member variable and display the content of the variable.
- 10. Write short notes on any two of the<br/>following:2×5=10
  - (a) Constructor and Destructor
  - (b) Templates
  - (c) Dynamic Memory Allocation

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