No. of Printed Pages : 1

BCSL-032(P)/S1

# BACHELOR OF COMPUTER APPLICATIONS (Revised) (BCA)

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

### **June, 2014**

# BCSL-032(P)/S1 : C++ PROGRAMMING LAB

Time : 1 Hour

00188

Maximum Marks : 50

Note:(i)There is one compulsory question of 40 marks in this paper.(ii)10 marks are for viva-voce.

Write a C++ program to overload '+' operator, to find S1 + S2, where S1 and S2 are two strings. (Hint '+' to be used to concatenate two strings)
 40

BCSL-032(P)/S1

# BACHELOR OF COMPUTER APPLICATIONS (Revised) 01380 Term-End Practical Examination June, 2014

### BCSL-032(P)/S2 : C++ PROGRAMMING LAB

 Time : 1 Hour
 Maximum Marks : 50

 Note :
 (i)

 There is one compulsory question of 40 marks in this paper.

(ii) 10 marks are for viva-voce.

1. Write a C++ program to find the sum of two complex numbers. Define proper constructor and destructor along with methods. 40

# BCSL-032(P)/S3

#### BACHELOR OF COMPUTER APPLICATIONS (Revised) (BCA) 00559 Term End Prestical Examination

# **Term-End Practical Examination**

### **June, 2014**

### BCSL-032(P)/S3 : C++ PROGRAMMING LAB

Time : 1 Hour

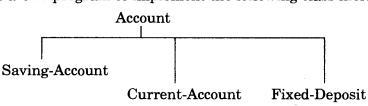
Maximum Marks : 50

*Note:* (i) There is **one compulsory** question of 40 marks in this paper.

(ii) 10 marks are for viva-voce.

1. Write a C++ program to implement the following class hierarchy :

40



Your implementation should include :

(i) Member data and methods for each class.

(ii) Appropriate constructor for each class.

(iii) A polymorphic method "Find Balance" to find available account balance.

# BACHELOR OF COMPUTER APPLICATIONS (Revised) (BCA)

# **Term-End Practical Examination**

# **June, 2014**

## BCSL-032(P)/S4 : C++ PROGRAMMING LAB

#### Time : 1 Hour

Maximum Marks : 50

40

Note:(i)There is one compulsory question of 40 marks in this paper.(ii)10 marks are for viva-voce.

1. Write a C++ program to implement the following class hierarchy :

Square Circle Triangle

Shape

Your implementation should include :

- (i) Member variables and methods for each class.
- (ii) Appropriate constructor for each class.
- (iii) A polymorphic function "Find Area" to find the area of objects of different shapes.

BCSL-032(P)/S4