

**BACHELOR OF COMPUTER APPLICATIONS (Revised)
(BCA)**

Term-End Practical Examination

June, 2017

00208

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

Time : 1 Hour

Maximum Marks : 50

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- Note :** (i) *There is one compulsory question of 40 marks in this paper.*
(ii) *Rest 10 marks are for viva-voce.*
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1. Write a C++ program to define a Player class. Define constructor and a method display_info() in this class. Inherit Cricket_Player and Football_Player from the Player class and override display_info() method of the Player class in derived classes. Make necessary assumptions required.

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