00199

# POST GRADUATE DIPLOMA IN LIBRARY AUTOMATION AND NETWORKING (PGDLAN)

# Term-End Examination

June, 2011

MLI-007: PROGRAMMING (C++)

Time: 2 hours Maximum Marks: 50

(Weightage: 40)

**Note:** (i) There are three parts in this Question Paper.

*Part A* : C++

Part B: Java

Part C: Visual Basic

- (ii) Candidates are advised to attempt only the part opted by them.
- (iii) Mention clearly the part attempted before answering.
- (iv) All parts carry equal marks.
- (v) Answer all questions. All questions carry equal marks. Illustrate your answers with suitable examples and diagrams, wherever necessary. Write the relevant question number before writing the answer.

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# PART-A : C++

**1.1** Explain protected and private members of a class. Define a class which consists of both of them.

#### OR

- **1.2** Explain the concept of multiple inheritance. Illustrate with an example of C++ program.
- 2.1 "Algorithm design is the key factor in problem solving". Justify the statement and also explain different problem solving strategies.

#### OR

- **2.2** Explain the concept of virtual function with the help of an example program in C++.
- **3.1** Differentiate between function overloading and operator overloading. Also, give an example of each.

# OR

**3.2** Explain 'dynamic binding', with the help of an example. Also, give its advantages and disadvantages.

**4.1** Write a program in C++ to implement a class named "sq matrix" to find the sum of two square matrix of real numbers.

- 4.2 Write a C++ program to split a given input array string of size 30 characters, such that all characters in odd positions of the array will be in a new array named "odd" and characters in the even positions will be in another array called "even".
- **5.0** Write short notes (about **250** words each) on *any two* of the following:
  - (a) Destructor
  - (b) Modular programming
  - (c) Abstract class
  - (d) Inheritance.

# PART-B: Java

**1.1** List and explain the various classifications of systems.

#### OR

- 1.2 In a tabular form, furnish the key questions and their corresponding results in each and every phase / stage of SDLC.
- **2.1** Write a program in JAVA to explain how arrays of integers are created. Also, find whether a given element is in the input array or not.

#### OR

- 2.2 What is inheritance? List the various types of inheritances those are supported by JAVA. Also write an example program to illustrate the concept of inheritance.
- 3.1 Create a class called EMPLOYEE. Also write corresponding meaningful data members and member functions to output the employee's name, designation and basic salary if the exployee's \_ID is given.

### OR

- 3.2 Define 'exception'. How are these created and implemented in JAVA? Illustrate with the help of an example code.
- **4.1** Explain the mechanisms for declaring and importing the packages in JAVA.

- 4.2 Write an algorithm, to reverse and find the sum of a 5 digit number. Also, draw the corresponding flowchart.
- **5.0** Write short notes (about **250** words each) on *any two* of the following:
  - (a) Garbage collection used by JAVA
  - (b) Polymorphism in JAVA
  - (c) Primitive datatypes in JAVA
  - (d) Constructors

# PART-C: VISUAL BASIC

**1.1** What is OLE? How can you create OLE object at design time?

#### OR

- 1.2 For each of the category of the function given below, give atleast three functions, their uses in the programming and an example for each:
  - (a) String functions
  - (b) Financial functions.
- **2.1** Explain the following terms used in the object linking and embedding:
  - (a) Object
  - (b) Linked object
  - (c) Embedded object
  - (d) Container application
  - (e) Source application

- 2.2 Write the step-by-step procedure to change the design of the existing table. Illustrate this with the help of an example.
- 3.1 Explain the functionalities of the following controls, when placed on the VB form :
  - (a) Label
  - (b) Text box
  - (c) Option button

- (d) Db List
- (e) Db Combo
- (f) Db Grid
- (g) Frame
- (h) Shape
- (i) Command button
- (j) Check box

#### OR

- 3.2 List the arithmetic, logical and relational operators along with their purpose of use in the programming.
- **4.1** Write the syntax for the following control structures along with an example for each:
  - (a) For ..... Next
  - (b) Select case

- **4.2** Write an event procedure to reverse a 5 digit number and display.
- **5.0** Write short notes (about **250 words** each) on *any two* of the following .
  - (a) Event procedure
  - (b) Control Array
  - (c) MDI form
  - (d) Debug windows
  - (e) Data manager.