POST GRADUATE DIPLOMA IN LIBRARY AUTOMATION AND NETWORKING (PGDLAN)

Term-End Examination Iune, 2013

MLI-007: PROGRAMMING

Time : 2 hours

(Weightage: 40)

Maximum Marks: 50

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.

PART-A

(C++)

1.1 What is encapsulation? What are its advantages? How can encapsulation be enforced in C++? Give an example code segment.

OR

- **1.2** Explain how, working of a member function different from friend function and a non-member function ?
- 2.1 What is inheritance in C++? Discuss the various ways of inheritance of a class. Give an example for each.

OR

- 2.2 Explain the constraints on GOTO statement. Give an example demonstrating the necessity of using a GOTO Statement.
- 3.1 What are generic class? Why are they useful? Explain with an example how these are implemented in C++.

OR

3.2 Draw a flow chart and write an algorithm that accepts a string as input and calculate its length.

4.1 Write a program in C++ to implement a class named "Publication" that stores the book details (like title, price, year, author, publisher, etc) to search the books by the users.

Note: Make necessary assumptions, if necessary.

OR

4.2 Write a program in C++ to implement a class named "Banking" that stores the users details (like name, account number, account type, balance, etc) to perform the functions Money_Deposit and Money_Withdrawal by the users.

Note: Make necessary assumptions, if necessary.

- 5.0 Write short notes (about 250 words each) on any two of the following:
 - (a) Virtual function
 - (b) Fourth Generation Languages
 - (c) Operator Overloading
 - (d) Exception Handling

PART - B

(Java)

1.1 Write atleast five advantages of programming using Java.

OR

- **1.2** Discuss various levels of access protection available in Java.
- **2.1** Explain the advantages and limitations of Interfaces. Also, write how these can be created and implemented.

OR

- 2.2 Explain the use of a 'static variable' and a 'static method' with the help of an example for each.
- **3.1** Explain function overloading with the help of an example code segment.

OR

- 3.2 What is the difference between 'type casting' and 'type conversion'? How is type conversion and type casting implemented in Java?
- **4.1** Write a program in Java to find the highest common factor of two numbers.

OR

- **4.2** Write a program in Java to compute the area of a rectangle, triangle and square using the concept of polymorphism.
- 5.0 Write short notes (about 250 words each) on *any two* of the following:
 - (a) Try... catch statement
 - (b) Packages in JAVA
 - (c) Constructors and Destructors
 - (d) Object Oriented Programming

PART- C

(Visual Basic)

1.1 Why Visual Basic is known as Event Driven language? Explain the different object oriented features of Visual Basic.

OR

- **1.2** What is meant by control array? Describe the steps to create a control array.
- 2.1 Differentiate between DO..... UNTIL and DO..... WHILE loops using an example for each.

OR

- **2.2** Explain the use and associated events (atleast *two*) for the following controls:
 - (a) Label
- (b) List Box
- (c) Check Box
- (d) Image
- **3.1** Explain different Date and Time functions available in VB, along with an example for each.

OR

- 3.2 What is the purpose of 'Flex Grid Control'? Explain the following properties in context to Flex Grid Control:
 - (a) Col Position
 - (b) Row Height
 - (c) Clip

4.1 Write an event procedure that accepts a string and print the reverse of it.

OR

- **4.2** Write an event procedure that accepts a lower case string and displays it in upper case.
- **5.0** Write short notes (about **250** words each) on *any two* of the following:
 - (a) Graphical User Interface
 - (b) MDI Form
 - (c) OLE (object linking and embedding)
 - (d) Indexes