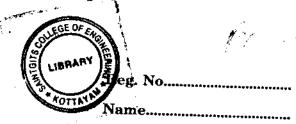
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B.TECH. DEGREE EXAMINATION, MAY 2014

Fourth Semester

Branch: Computer Science and Engineering

CS 010 402—OBJECT ORIENTED PROGRAMMING (CS)

(New Scheme-2010 Admission onwards)

[Regular/Improvement/Supplementary]

Time: Three Hours

Maximum: 100 Marks

Part A

Answer all questions.
Each question carries 3 marks.

- 1. Write down the basic concepts of OOPs?
- 2. Give any three benefits of Inheritance.
- 3. List out the Operators that cannot be overloaded.
- 4. What do you mean by exception handling?
- 5. Define formatted console operations.

 $(5 \times 3 = 15 \text{ marks})$

Part B

Answer all questions.
Each question carries 5 marks.

- 6. Explain in detail about the concepts of OOPs.
- 7. What are the different forms of inheritance? Explain with an example.
- 8. Explain in detail about Unary Operator Overloading with an example program.
- 9. What are the Virtual Classes? Explain the need for virtual classes while building class Hierarchy.
- 10. What is a File? What are the steps involved in manipulating a ffle in a C++ programs?

 $(5 \times 5 = 25 \text{ marks})$

Part C

Answer **all** questions. Each question carries 12 marks.

11. What is Copy constructors? Give syntax and example program.

Or

12. What is Destructors? Give syntax and example program.

Turn over

13. What are the differences between inheriting a class with public and private visibility mode?

Or

- 14. Discuss cost and benefits of inheritance.
- 15. Define Function selection algorithm. Explain it with one example program.

Or

- 16. Explain in detail about the concept of the pure virtual methods.
- 17. What are the rules that need to be kept in mind in deciding virtual functions?

Or

- 18. Explain in detail about Throwing and Catching Mechanism.
- 19. Write down the notes on Object Oriented design.

Or

20. List out the Object Oriented features in Java.

 $(5 \times 12 = 60 \text{ marks})$