G 418 (Pages : 2) Reg. No.....

Name.....

B.TECH. DEGREE EXAMINATION, MAY 2014

Sixth Semester

Branch : Electrical and Electronics Engineering

EE 010 606 L04 – OBJECT ORIENTED PROGRAMMING (Elective I) (EE)

(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. Distinguish Private members and Public members used in objects of C++ language.
2. What is meant by constructor? Give an example.
3. What is meant by Friend function?
4. What are the features of abstract class?
5. What is meant by dynamic memory allocation?

(5 × 3 = 15 marks)

Part B

Answer **all** *questions.*

Each question carries 5 *marks.*

6. Explain Inheritance, with proper example.
7. Distinguish the terms "Pass by value" and "Pass by reference".
8. Differentiate Function overloading and Operator overloading.
9. Explain the various visibility modes and how is it useful in polymorphism.
10. What is meant by virtual function?

(5 × 5 = 25 marks)

Turn over

Part C

Answer **all** *questions.*

Each question carries 12 *marks.*

11. Explain how object oriented programming different from procedure oriented programming. Explain their uses in various contexts.

Or

12. Explain what is meant by classes and objects. How are class declared? Also explain how the class members can be accessed.

13. Write a C++ program to demonstrate the passing of an object as argument of a function.

Or

14. Write a C++ program to demonstrate declaration, definition and overloading of constructors.

15. Write a C++ program to demonstrate the overloading of binary operators using Friend function.

Or

16. With proper examples in C++, explain overloading unary operators.

17. Explain the term inheritance. With the help of examples in C++, explain how a private member can be made inheritable.

Or

18. Discuss any *two* set of classes derived from F-streambase, meant for file handling operations.

19. Explain pointers to derived class. Discuss how we access member functions using object pointer.

Or

20. Explain how virtual function supports run time polymorphism. How is runtime polymorphism different from compile time polymorphism?

(5 × 12 = 60 marks)