



DF-3734
Second Year B. C. A. (Sem. III) Examination
March / April - 2016
Object Oriented Programming
(New & Old Course)

Time : 3 Hours]

[Total Marks : 70

Instructions :

(1)

<p style="text-align: center;">नीचे दशांशवैल निशानीवाणी विगतो उत्तरवडी पर अवश्य क्षभवी. Fillup strictly the details of signs on your answer book.</p> <p>Name of the Examination : ← SECOND YEAR B. C. A. (SEM. 3)</p> <p>Name of the Subject : ← OBJECT ORIENTED PROGRAMMING</p> <p>← Subject Code No. : 3 7 3 4 ← Section No. (1, 2.....): Nil</p>	<p>Seat No. :</p> <table border="1" style="width: 100%; height: 20px;"><tr><td style="width: 15%;"></td><td style="width: 15%;"></td><td style="width: 15%;"></td><td style="width: 15%;"></td><td style="width: 15%;"></td><td style="width: 15%;"></td></tr></table> <div style="border: 1px solid black; border-radius: 15px; padding: 10px; text-align: center; margin-top: 10px;">Student's Signature</div>						

- (2) All questions are compulsory.
(3) Figures to the right indicate full marks.

1 Answer in short : 10

- (1) Explain copy constructor.
- (2) Differentiate between seekp() and seekg().
- (3) Define static data member and function.
- (4) What is the advantage of new over malloc ?
- (5) What is manipulators ?
- (6) What is the use of 'protected' modifier ?
- (7) Explain different method to open a file.
- (8) What is the use of SHOWPOINTFLAG ?
- (9) What is the use of 'this' pointer ?
- (10) What is containership ?

2 Do as directed : 15

- (a) What is inheritance ? What is multiple and multilevel inheritance ? Explain with example. 8
- (b) What is constructor ? How do we call a constructor ? 7

OR

- 2 (a) What is object oriented programming ? How it is differ from procedure oriented programming ? 8
- (b) What is containership ? How it is differ from inheritance ? Explain with example. 7

- 3** Answer the following : (any two) **15**
- (a) What is visibility modifier ? List them. Differentiate with proper example.
 - (b) What is file mode ? Explain various file modes.
 - (c) What is overloading of an operator ? When it is necessary to overload an operator ?

- 4** Do as directed : **15**
- (a) Why do we have to make the function as 'friend' ? **5**
Write the advantages of friend function.

OR

- (a) Explain the difference between overloading and overriding.
- (b) Explain inline function with example. **5**
- (c) What do you mean by default argument ? When it is useful ? **5**

- 5** Answer the following : (any two) **15**
- (a) Create a class with at least two data members and overload <<and>> operator.
 - (b) Write down the syntax for user defined manipulators. Design a single manipulator to provide the following output specification to print float values in following format.
 - (i) 8 column width
 - (ii) 3 digit precision
 - (iii) float justified
 - (iv) Filling unused spaces with '+'
 - (c) Create a base class media, declare two data members title and price. Derive two class tape and book from media. Declare virtual function on display in base class media and display details of both books (title, price, page) and tape (title, price, play time) details.