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DIPLOMA EXAMINATION IN ENGINEERING/TECHNOLOGY/MANAGEMENT/ COMMERCIAL PRACTICE, APRIL - 2022

OBJECT ORIENTED PROGRAMMING THROUGH C++

(Maximum Marks: 100) (Time: 3 Hours)

PART - A

(Maximum marks: 10)

Marks

 $(5 \times 6 = 30)$

- I. Answer all the questions in one or two sentences. Each question carries 2 marks.
 - 1. What are keywords? Give two examples.
 - 2. Define enumerated data type in C++.
 - 3. What is the use of Destructor? Write the syntax.
 - 4. Define the terms "Base class" and "Derived class".
 - 5. What is late binding? Give an example $(5 \times 2 = 10)$

PART - B

(Maximum Marks: 30)

- II Answer *any five* questions from the following. Each question carries 6 marks.
 - 1. Explain about multiple branching statement.
 - 2. Write notes on stream classes used for disk I/O operations.
 - 3. Describe data encapsulation and information hiding.
 - 4. With the use of an example explain parameterized constructor.
 - 5. How function with default argument is used in C++.
 - 6. What are the rules for operator overloading.
 - 7. What is the need of Virtual functions.
 - 8. How multiple catch is implemented

PART - C

(Maximum marks: 60)

(Answer one full question from each unit. Each full question carries 15 marks.)

UNIT - 1

III (a) Explain about primitive data types and Qualifiers in C++ (9)

(b) Describe the concept of memory management in C++ (6)

IV	(a)	Develop a program to store and display name, register number, mark for 10 students.	(9)
	(b)	Write notes on Relational, Conditional and Bitwise operators	(6)
		UNIT – 2	
V	(a)	What are friend functions? Write a program to find maximum of two	
		numbers using friend function for two different classes.	(9)
	(b)	Write notes on constructors.	(6)
		OR	
VI	(a)	Explain different argument passing methods with example program.	(9)
	(b)	Define inline functions and its necessity.	(6)
		UNIT – 3	
VII	(a)	Explain Multilevel inheritance with example	(9)
	(b)	Write notes on Virtual base class.	(6)
		OR	
VIII	(a)	Explain binary operator overloading with an example	(9)
	(b)	Explain visibility control in C++	(6)
		UNIT – 4	
IX	(a)	What is Class template? Implement a class template to swap two values.	(9)
	(b)	Compare function overloading and overriding.	(6)
		OR	
X	(a)	Implement a function template to multiply two values.	(9)
	(b)	What are Exceptions? How exception handling is implemented.	(6)