7. (a) What are inline functions ? Write an inline function finding minimum of two numbers.

    (b) Explain the concept of operator overloading. Illustrate with suitable examples. What are the operators that cannot be overloaded ?

Unit-IV

8. (a) Define the structure of a base class, its derived class and another derived class from derived class with example.

    (b) What is a virtual function ? Write a program to demonstrate virtual functions in C++.

9. Using C++ program examples, Illustrate the following :

    (a) Pointers

    (b) Input-output operations.

Roll No. ....

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M.B.A. 2 Yr. 3rd Sem. (N.S.) Batch 2011-2013

Examination– December, 2016

Object Oriented Analysis & Design

Paper-MBA-313

Time : 3 hours   Max. Marks : 50

Before answering the questions, candidates should ensure that they have been supplied the correct and complete question paper. No complaint in this regard will be entertained after the examination.

Note : Attempt **all** five parts of the question in Section-A. Attempt **four** questions selecting **one** question from each unit in Section-B. All questions carry equal marks.

Section-A

1. Answer the following :

(a) What is an association ? Give example.

(b) What is multiple inheritance ? Give example.

(c) What do you mean by implicit type conversion ?

(d) What is the purpose of a #include statement ?

(e) Explain the difference between super class and sub-class with the help of an example.

Section-B

Unit-I

2. (a) What do you understand by object-oriented approach ? Why this approach is a preferred form of programming over others ?

(b) What are grouping constructs ? Illustrate.

3. Explain the following term with an example of each :

(a) Persistent objects

(b) Class

(c) Polymorphism

(d) Encapsulation

Unit-II

4. Compare and contrast object and dynamic modelling, Illustrate each of the modelling with suitable example.

5. (a) What is functional modelling ? List and explain any three purposes served by this modelling.

(b) Write a brief note on object-oriented methodology.

Unit-III

6. (a) What are constructors and destructors? Explain how they differ from normal functions.

(b) Why is a destructor function required in classes ? Illustrate with an example.