

UNIT – IV

8. (a) What is role of overloading of template function ?
How to achieve ? Explain with example. 8
- (b) What is difference between class template and
template class ? Explain with example. 8
9. (a) What do you mean by Standard template library ?
What are benefits of STL ? Explain iterator and
vector. 10
- (b) What is Stream ? How to creating, opening, and
closing, deleting file ? Explain with example. 6

Roll No.

67010

MCA 1st Semester (Current) CBCS

Scheme w.e.f. Dec.-2016

Examination – December, 2016

OBJECT ORIENTED PROGRAMMING USING C++

Paper : MCA-105 (C)

Time : Three Hours]

[Maximum Marks : 80

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 examination.

Note : Question No. 1 is *compulsory*. Attempt *four* more questions, selecting *one* question from each Unit. All questions carry equal marks.

1. Answer the following questions briefly : $8 \times 2 = 16$

- (a) What is random access file ?
- (b) What is namespaces ?
- (c) What is release in exception handling ?
- (d) What is inline function ?

- (e) What is delete keyword ?
- (f) What is copy constructor ?
- (g) What is dynamic binding ?
- (h) What is recursion ?

UNIT – I

2. What are fundamental differences between procedural and object oriented programming ? What are characteristics of OOP ? Explain with example. 16
3. Explain the following with examples : $4 \times 4 = 16$
- (a) Array
 - (b) String
 - (c) Operators in C++
 - (d) Data types

UNIT – II

4. (a) Design a class having the constructor and destructor functions that display the number of object being created or destroyed of this class type. 6

- (b) What do you know by access specifiers ? Explain with example by taking private, public, protected member in base class. 10

5. What is reusability ? What is role of reusability in inheritance ? Explain types of inheritance with example. <http://haryanapapers.com> 16

UNIT – III

6. Explain the following with example : $4 \times 4 = 16$
- (a) Function overloading
 - (b) Static class member
 - (c) Static member functions
 - (d) Friend functions
7. (a) How virtual functions differ from pure virtual function ? Explain with example. 8
- (b) How exceptional handling is important in C++ ? What kind of exception can be handle and why ? Explain. 8