

II B. Tech I Semester Regular Examinations, Dec - 2015
OBJECT ORIENTED PROGRAMMING THROUGH C + +
 (Com. to CSE, IT)

Time: 3 hours

Max. Marks: 70

- Note: 1. Question Paper consists of two parts (**Part-A** and **Part-B**)
 2. Answer **ALL** the question in **Part-A**
 3. Answer any **THREE** Questions from **Part-B**
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PART -A

1. a) Write the Structure of the C++ Program. (4M)
- b) What is Lvalue and Rvalue? (4M)
- c) What are the characteristics of Member functions? (4M)
- d) Explain the Characteristics of Constructors (3M)
- e) What are various Access Specifiers? (3M)
- f) What are the merits and demerits of Sequential Access Files? (4M)

PART -B

2. a) What is a Stream? What are the stream classes in C++? (8M)
- b) What are the features of object programming language? (8M)
3. a) Write a C++ Program to reverse of an integer. (8M)
- b) How do variable declare and initialization performed in C++? Explain with one example (8M)
4. a) Explain the concept of friend function (8M)
- b) What is the difference be inline member function and volatile member function? Give examples (8M)
5. a) Write a C++ Program for Dynamic Initialization using constructors (8M)
- b) Explain Operator Overloading with one example. (8M)
6. a) Illustrate types of Inheritance (12M)
- b) What is virtual base class? (4M)
7. a) Explain recursion with template function with suitable code segment (8M)
- b) Write a C++ Program for reading the Content in the File and perform any manipulation to the content. (8M)

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PART -A

1. a) Give the syntax of setf and unsetf with one example (4M)
- b) List the data types of C++. (3M)
- c) What are the rules for the Inline functions? (4M)
- d) What is parameterized Constructor? Give one example (3M)
- e) What are the advantages and disadvantages of Inheritance? (4M)
- f) Write a template function with recursion. (4M)

PART -B

2. a) List out and explain the pre-defined streams in C++. (10M)
- b) What are the differences between C and C++? (6M)
3. a) What are the Operators in C++? Explain with examples (8M)
- b) Write a C++ Program for displaying Fibonacci Series up to a given number N. (8M)
4. a) Write a C++ program to declare object and display their contents (8M)
- b) What are the methods used to pass an argument to a function? Explain with examples (8M)
5. a) With a suitable program explain constructor overloading (8M)
- b) Give the rules for operator overloading. Discuss an example. (8M)
6. a) Discuss the usage of abstract classes, qualifier classes. (8M)
- b) What is significance of Virtual Destructor? (8M)
7. a) Write a C++ Program for exceptions handling in constructors and destructors (8M)
- b) Explain the concept of Class Template with Overloaded Operators (8M)



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PART -A

1. a) Compare the OOP Language and structured programming language (3M)
- b) Illustrate the use of scope access operator and comma operator. (4M)
- c) Define class and Object. (4M)
- d) What is meant by Copy Constructor? Give an example. (3M)
- e) What is the use of Virtual Function? (3M)
- f) State the keywords and their use for exception handling (4M)

PART -B

2. a) What are driving factors of object oriented programming paradigm? List the basic concepts of OOP (8M)
- b) What is the use of Manipulators in C++? Give some Pre-define manipulators. (8M)
3. a) How to pass the variables from one function to another function? Give illustrations. (8M)
- b) Write a C++ Program to convert decimal number to hexadecimal and octal format (8M)
4. a) Explain the concept of Data hiding, with suitable examples (8M)
- b) Describe the concept of Volatile member function (8M)
5. a) How to handle array of objects using Constructor? Explain (8M)
- b) Write about C++ Operator Overloading working example (8M)
6. a) What are the different types of Binding? Explain them (8M)
- b) Illustrate object slicing. (8M)
7. a) What are the file operations? Explain each one with an example (8M)
- b) Write a C++ Program for exception handling using multiple catch statements (8M)

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PART -A

1. a) What are the advantages of the OOP paradigm? (3M)
- b) How does Namespace work in C++? (4M)
- c) What is use of static member variable? Give an Example (4M)
- d) What are the applications with constructors? (4M)
- e) How to protect the data with private inheritance? (3M)
- f) Give code segments to illustrate the use of fopen(),fread() (4M)

PART -B

2. a) Write a C++ program to demonstrate the use of bitfields. (8M)
- b) Explain formatted console I/O operations with examples. (8M)
3. a) What is a dereferencing Operator? What is its use? Explain with an example (6M)
- b) What is the difference between pointer and reference variable (6M)
- c) What is recursion? (4M)
4. a) Define Class, Nested class. How to declare a nested class? Give an example (8M)
- b) What is encapsulation? Demonstrate data hiding and encapsulation (8M)
5. a) Explain the different types of Constructors with suitable program segments (10M)
- b) Write a C++ program for implementing overloading with friend function. (6M)
6. a) Discuss different scenarios of constructor overloading in base and derived classes and explain their implementation (8M)
- b) What is an abstract class and Qualifier classes? Quote examples for each (8M)
7. What is an exception? List the principles of exception handling. With a suitable program explain exception handling mechanism of C++. (16M)