R13

SET - 1

II B. Tech I Semester Supplementary Examinations, June - 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) Define stream
    b) What are the principles of function overloading?
    c) With a sample program create an array of objects?
    d) Give three operators that cannot be overloaded?
    e) What are the advantages of inheritance?
    f) What are the advantages of templates?

PART-B

2. What the concepts are of object oriented programming? Explain in detail

3. Write a C++ program to find the area of a circle, rectangle and triangle using function overloading?

4. What is a friend function? Write a C++ program to add two complex numbers using friend functions?

5. a) What is copy constructor? Explain
    b) Discuss about anonymous objects?

6. a) Explain about virtual base class?
    b) Explain about virtual destructors?

7. a) Explain about file manipulators?
    b) Explain about adaptors in C++?

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PART-A

1. a) Define class and object?
   b) What are the advantages of inline function?
   c) Give function prototype of a function **foo** which is having two objects of class **sam** as
      arguments and returning reference of an object as parameter?
   d) Give the order of calling of constructors?
   e) What are iterators?
   f) What are the different file opening modes?

PART-B

2. Differentiate between C and C++ programs? Illustrate with sample programs?

3. a) Explain about scope resolution operator?
   b) Discuss about name space?

4. Write a C++ Program to demonstrate the usage of static data member and static member
   function?

5. Write a c++ Program to overload + operator to add two matrices using friend functions?

6. a) Explain about function overriding?
   b) What are the rules for virtual functions?

7. What is an Exception? Explain about try, throw and catch with example?

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PART-A

1. a) Give examples of user defined manipulators?
    b) With a sample program explain about default arguments?
    c) Define friend function?
    d) Can we have more than one constructor in a class? Discuss?
    e) Explain about Pure virtual function?
    f) Explain about container classes?

PART-B

2. a) What are the member functions of istream class?
    b) Discuss about flags without bitfields?

3. With a sample program explain the concept of return by reference?

4. a) Can we overload member function? Illustrate?
    b) Explain about constant classes?

5. Write a C++ Program to copy the contents of one object into another using copy constructor?

6. Define inheritance? Explain different types of inheritance?

7. Write a c++ Program to add two integers, two floats and two complex numbers using class templates?

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SET - 4

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3. Answer any **THREE** Questions from **Part-B**

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PART-A

1. a) Discuss about the structure of C ++ program?
    b) Discuss about 4 operators in C++ which are not present in C?
    c) C++ allows nested classes are not? If Possible give an example?
    d) What is the purpose of destructor?
    e) Define abstract class?
    f) Define staic binding?

PART-B

2. a) Discuss about formatted console I/O operations and unformatted console I/o operations
    b) Explain about manipulators?

3. Write a C++ Program to swap two number s using call by value, call by reference and call by address mechanism?

4. a) Explain about static classes?
    b) What happens if we declare all member functions as private in a class?

5. Write a C++ program to overload two increment operators (pre and post)?

6. Define virtual function? Illustrate with a C++ Program?

7. a) What are the principles of exceptional; handling? Explain
    b) Explain the need of templates?

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