

BT-4 / M-18

OBJECT ORIENTED PROGRAMMING

Paper–CSE–202N

Time allowed : 3 hours]

[Maximum marks : 75

Note :- Attempt five questions in all selecting at least one question from each unit.

Unit–I

1. (a) Distinguish between object and class. 5
(b) What are preprocessor directives in C++? Explain any three. 5
(c) What is function overloading in C++? Explain with a suitable example. 5
2. (a) How can you create constant object in C++? What is importance of such objects? 5
(b) What is abstract class? Why do you need them? 5
(c) What is '::' operator? Explain two uses of it. 5

Unit–III

3. (a) What is 'this' pointer? Explain its uses with suitable examples. 5
(b) What is parameterized constructor? How can you supply default values to parameterized constructor? Explain with an example. 5
(c) What is friend class? How can you make a class as a friend

of another class? Explain. 5

Unit-III

5. (a) What is pure virtual function? Explain the rules to write and use it. 5
- (b) Explain the need of virtual destructor with an example. 5
- (c) What is polymorphism? Distinguish between late and early binding. 5
6. (a) What are rules to overload binary operator? Overload '+' operator to add objects of Distance class. Distance is given in feet and inches. 7
- (b) What are rules to overload unary operator? Overload '++' operator to increment x, y values of Coordinate class. 8

Unit-IV

7. (a) What is template class? Write a template class to find sum of elements of an Array. 8
- (b) How can you rethrow an exception? Explain with an example. 7
8. (a) What are file pointers? Explain each with a suitable example. 7
- (b) How can you read and write objects to a file randomly? Explain with an example. 8