35326/C 260

Reg. No. | | | | | | | | |

III Semester B.Sc.3 Degree Examination, Nov./Dec. 2016
COMPUTER SCIENCE (Optional) (Fresh and Repeaters New Syllabus)
OOP's using C++

Time : 3 Hours Max. Marks : 80

Instructions : *1) Answer **all** Sections.*
*2) Draw diagrams **wherever** necessary.*

SECTION – A

I. Answer **any ten** questions. **Each** carries **2** marks. **(10×2=20)**

1) Define data encapsulation.
2) What are the manipulators ?
3) Mention the comments used in C++.
4) Define inline function.
5) What are visibility modes used in C++ ?
6) Mention the operators which cannot be overloaded.
7) What is derived class and base class ?
8) Define pure virtual function.
9) What is friend function ?
10) What is exception handling ?
11) Define destructor.
12) What is stream class ?

SECTION – B

II. Answer **any five** questions. **Each** carries **4** marks. **(5×4=20)**

13) Differentiate between POP and OOP.
14) What is scope resolution operator ? Explain its uses.
15) Explain with syntax input/output statements of C++.
16) Differentiate between pass by value and pass by reference.

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17) Differentiate between class and structure.

18) What is virtual function ? List out the rules for virtual function.

19) Explain in brief stream class hierarchy.

SECTION – C

III. Answer **any four** questions. **Each** carries **10** marks. **(4×10=40)**

20) Explain in detail basic concepts of OOP's.

21) Write a C++ program to perform bank transaction.

22) What is constructor ? Explain the various types of constructor.

23) Define inheritance. Explain the types of inheritance.

24) What is template ? Write a C++ program to sort an array using template.

25) Write short notes on :

a) Static binding and dynamic binding.

b) Operator overloading.