16UCSCT2A02

B.Sc. DEGREE EXAMINATION, NOVEMBER 2018 I Year II Semester Core Major - Paper II OBJECT ORIENTED PROGRAMMING IN C++

Time : 3 Hours

Max.marks:75

Section A $(10 \times 2 = 20)$ Marks

Answer any **TEN** questions

- 1. What is an object?
- 2. Define Tokens.
- 3. Why do we use Macros?
- 4. What are parameters?
- 5. Write about destructors.
- 6. Write the general form (or) syntax of operator overloading.
- 7. List the types of bugs.
- 8. What is instantiation?
- 9. When open() method is used?
- 10. Mention the purpose of Sizeof() method.
- 11. What is virtual function?
- 12. Define streams.

Section B $(5 \times 5 = 25)$ Marks

Answer any **FIVE** questions

- 13. What are manipulators?
- 14. Write about function prototype.
- 15. Mention the advantage of pointers.
- 16. Write the general form of function template.
- 17. List the different types of error handling functions.
- 18. Write in brief about put() method.
- 19. How do you create objects?

Section C $(3 \times 10 = 30)$ Marks

Answer any **THREE** questions

- 20. Describe control structures in C++.
- 21. What is inline function? Explain with example.
- 22. Discuss about a) multiple inheritance and b) multilevel inheritance.
- 23. Explain the exceptional handling mechanism in detail.
- 24. Discuss the various types of file mode.

16UCSCT2A02

B.Sc. DEGREE EXAMINATION, NOVEMBER 2018 I Year II Semester Core Major - Paper II OBJECT ORIENTED PROGRAMMING IN C++

Time : 3 Hours

Max.marks:75

Section A $(10 \times 2 = 20)$ Marks

Answer any **TEN** questions

- 1. What is an object?
- 2. Define Tokens.
- 3. Why do we use Macros?
- 4. What are parameters?
- 5. Write about destructors.
- 6. Write the general form (or) syntax of operator overloading.
- 7. List the types of bugs.
- 8. What is instantiation?
- 9. When open() method is used?
- 10. Mention the purpose of Sizeof() method.
- 11. What is virtual function?
- 12. Define streams.

Section B $(5 \times 5 = 25)$ Marks

Answer any **FIVE** questions

- 13. What are manipulators?
- 14. Write about function prototype.
- 15. Mention the advantage of pointers.
- 16. Write the general form of function template.
- 17. List the different types of error handling functions.
- 18. Write in brief about put() method.
- 19. How do you create objects?

Section C $(3 \times 10 = 30)$ Marks

Answer any **THREE** questions

- 20. Describe control structures in C++.
- 21. What is inline function? Explain with example.
- 22. Discuss about a) multiple inheritance and b) multilevel inheritance.
- 23. Explain the exceptional handling mechanism in detail.
- 24. Discuss the various types of file mode.