B.C.A. DEGREE EXAMINATION,APRIL 2020
II Year III Semester
Object Oriented Programming with C++

Time : 3 Hours **Max.marks :75**

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

Answer any **TEN** questions

1. Define Software Evolution.
2. List a few areas of application of OOP Technology.
3. What are Tokens?
4. Define Function Prototyping.
5. Define Class.
6. What is operator overloading?
7. Define Inheritance.
8. What is meant by Polymorphism?
9. Define File.
10. What are command line arguments?
11. Define pointer.
12. What is file operation?

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

Answer any **FIVE** questions

13. Explain the benefits of OOP.
14. Write short notes on friend functions.
15. Explain function overloading with an example program.
16. Discuss on console I/O operations.
17. Explain the file pointer in detail.
18. Discuss about Manipulators with examples.
19. Explain about Type conversion in C++.

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

Answer any **THREE** questions

20. Explain the basic concepts of Object Oriented Programming.
21. Discuss the control structures in C++.
22. Write a C++ program to illustrate the use of copy constructors.
23. Explain the various types of inheritance with examples.
24. Write in detail about error handling with file operations.

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