

B.Com.(ISM) 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. What is OOPs?
2. Define Encapsulation.
3. Define Identifiers and Variables.
4. What is Tokens in C++?
5. Define Pointers.
6. What is Friend Function?
7. Define Class and Object.
8. What is Destructor?
9. Define Virtual Function.
10. Define File.
11. What do you mean by Type Conversion?
12. Define Array.

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

Answer any **FIVE** questions

13. Describe Features of OOPs.
14. Explain different types of operators in C++.
15. Explain Inline function with example.
16. Explain types of constructors.
17. How do you read and write a value in a file with example.
18. Write a note on Polymorphism.
19. Write a note on Manipulators.

Section C ($2 \times 15 = 30$) Marks

Answer any **TWO** questions

20. Explain Control structures in C++ with example.
21. Define Function Prototyping. Explain parameters passing and return by functions with example.
22. Define Overloading. Explain Operator overloading with example program.
23. Define Inheritance. Explain types of Inheritance with examples.

B.Com.(ISM) 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. What is OOPs?
2. Define Encapsulation.
3. Define Identifiers and Variables.
4. What is Tokens in C++?
5. Define Pointers.
6. What is Friend Function?
7. Define Class and Object.
8. What is Destructor?
9. Define Virtual Function.
10. Define File.
11. What do you mean by Type Conversion?
12. Define Array.

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

Answer any **FIVE** questions

13. Describe Features of OOPs.
14. Explain different types of operators in C++.
15. Explain Inline function with example.
16. Explain types of constructors.
17. How do you read and write a value in a file with example.
18. Write a note on Polymorphism.
19. Write a note on Manipulators.

Section C ($2 \times 15 = 30$) Marks

Answer any **TWO** questions

20. Explain Control structures in C++ with example.
21. Define Function Prototyping. Explain parameters passing and return by functions with example.
22. Define Overloading. Explain Operator overloading with example program.
23. Define Inheritance. Explain types of Inheritance with examples.