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Question Paper Code: 33804

B.E. / B.Tech. DEGREE EXAMINATION, NOV 2019

Third Semester

Information Technology

01UIT304 - OBJECT ORIENTED PROGRAMMING

(Common to Computer Science and Engineering)

(Regulation 2013)

Duration: Three hours

Maximum: 100 Marks

Answer ALL Questions.

PART A - (10 x 2 = 20 Marks)

1. What do you mean by Data Abstraction?
2. List the features of inline function.
3. How does a constructor differ from normal functions?
4. Mention the rules for defining constructors.
5. What are the various ways of handling exceptions?
6. Give simple example program for exception handling.
7. What is virtual function?
8. Define hierarchical inheritance.
9. Name the different modes in which file can be opened in C++..
10. Define object serialization.

PART - B (5 x 16 = 80 Marks)

11. (a) Illustrate the basic concepts of object oriented programming.

(16)

Or

- (b) Discuss about constant and volatile functions (16)
12. (a) Define constructor and destructor with a sample program. (16)

Or

- (b) (i) Write a program to overload = operator. Assign values of data members of one object to another object of the same type. (6)
- (ii) Write about various Type conversions and Explicit constructor in detail with example programs. (10)
13. (a) What is Template? Explain function and class template? Write the syntax and example program for function and class template. (16)

Or

- (b) Explain about the exception handling mechanism in detail. (16)
14. (a) Explain in detail about the virtual and pure virtual function with an example. (16)

Or

- (b) Write a C++ program to demonstrate the problem available in Multiple Inheritance. Also illustrate how it can be resolved. (16)
15. (a) (i) Write a program which copies the contents of one file to a new file by removing unnecessary space between words (8)
- (ii) Explain the use of any five manipulators with an example. (8)

Or

- (b) What is standard template library? Write the types of STL? Write an example program for each STL types. (16)
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