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Question Paper Code: 43804

B.E. / B.Tech. DEGREE EXAMINATION, DEC 2020

Third Semester

Information Technology

14UIT304 - OBJECT ORIENTED PROGRAMMING

(Common to Computer Science and Engineering)

(Regulation 2014)

Duration: One hour

Maximum: 30 Marks

PART A - (6 x 1 = 6 Marks)

(Answer any six of the following questions)

- Which feature in Object Oriented Programming allows reusing code?
 - Polymorphism
 - Encapsulation
 - Inheritance
 - Data hiding
- The _____ principle helps the programmers to build secure programs.
 - Operator overloading
 - Encapsulation
 - Data hiding
 - Polymorphism
- Which of the following gets called when an object goes out of scope?
 - Constructor
 - Destructor
 - Main
 - Virtual function
- Constructor is executed when
 - an object is created
 - an object is used
 - a class is declared
 - an object goes out of scope
- The class which do not have static data members are known as
 - simple class
 - template class
 - local class
 - formal class

6. What is a template?
- (a) A template is a formula for creating a generic class
 - (b) A template is used to manipulate the class
 - (c) A template is used for creating the attributes
 - (d) None of the above mentioned
7. Which of the following access specifier is useful only in inheritance?
- (a) private
 - (b) public
 - (c) protected
 - (d) private and public
8. _____ is used to achieve run time polymorphism
- (a) operator overloading
 - (b) function overloading
 - (c) virtual function
 - (d) virtual base class
9. Which header file is used for reading and writing to a file?
- (a) `#include<iostream>`
 - (b) `#include<fstream>`
 - (c) `#include<file>`
 - (d) `#include<conio>`
10. What is meant by standard C++ library?
- (a) It is the collection of class definitions for standard data structures and a collection of algorithms
 - (b) It is a header file
 - (c) Both (a) and (b)
 - (d) None of these

PART – B (3 x 8= 24 Marks)

(Answer any three of the following questions)

11. Explain the major principles of Object Oriented programming with illustrations and neat diagram. (8)
12. Explain the different types of constructors that are available in C++ with suitable examples. (8)
13. What is an exception? How it is handled in C++ programs? Explain how the control is transferred when exceptions occur during programs execution. Write a program to illustrate exception handling. (8)
14. Demonstrate runtime polymorphism with an example. (8)
15. Explain the features of Formatted console I/O system supported in C++. (8)