Reg. No. : | | | | | | | | | | |

Question Paper Code: 33084

B.E. / B.Tech. DEGREE EXAMINATION, NOV 2017

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. Define polymorphism with an example.
3. How does a constructor differ from normal functions?
4. What is a default constructor?
5. What are the various ways of handling exceptions?
6. What is the need for template function in C++?
7. What is multiple inheritance?
8. Define abstract class.
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) Explain about function overloading with examples. (16)

12. (a) Define constructor and destructor with a sample program. (16)

Or

(b) Write a C++ program to overload << and >> operators to read and write user defined objects of Student Class. Use friend functions for overloading. (16)

13. (a) Mention the components of exception handling. What is the role of each component? Illustrate. (16)

Or

(b) How are template functions overloaded? Explain with a suitable example. (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) What are the basic differences between manipulators and ios member functions in implementation? Give examples. (16)

Or

(b) What are the two methods of opening a file? Explain with examples. What is the difference between the two methods? (16)