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Question Paper Code: 31084

B.E. / B.Tech. DEGREE EXAMINATION, OCTOBER 2014.

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. Define Class and Objects.
2. What is meant by friend function?
3. Annotate Constructor and destructor.
4. Write the importance of overloading with friend function.
5. What is meant by function template?
6. Draw a neat diagram for Exception handling model.
7. List the types of inheritance.
8. What is meant by pure virtual function?
9. Draw the neat sketch for Input and output streams.
10. What is meant by std name space?

PART - B (5 x 16 = 80 Marks)

11. (a) List the elements of object oriented programming and explain it in detail. (16)

Or

(b) Write a C++ program for calculating the students mark list, to display the students name, register number and subject names along with the total mark. (16)

12. (a) Classify the types of constructor and justify any one types of constructor with example. (16)

Or

(b) Write a C++ program to implement the unary operator – (Minus) overloading. (16)

13. (a) Implement the stack operation using class templates. (16)

Or

(b) How can we handle the Uncaught Exception? Justify it in detail. (16)

14. (a) Write the C++ program for the following concept using hierarchical Inheritance

(i) Class vehicle is declared as base class and

(ii) The class twowheeler derived from vehicle, class scooter derived from twowheeler, class fourwheeler derived from vehicle and class car derived from fourwheeler. (16)

Or

(b) Comprehend virtual function with example program. (16)

15. (a) Write short notes on formatted I/O Operation with example. (16)

Or

(b) Write a C++ program to create a file, modify records in text file. (16)