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

Question Paper Code: 33804

B.E. / B.Tech. DEGREE EXAMINATION, MAY 2018

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. Write any four applications of OOPS.
2. Define polymorphism with an example.
3. How does a constructor differ from normal functions?
4. What is a default constructor?
5. What is generic programming?
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) Explain about function overloading with examples. . (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) 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 is standard template library? Write the types of STL? Write an example program for each STL types. (16)