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**Question Paper Code: 33804**

B.E. / B.Tech. DEGREE EXAMINATION, AUGUST 2021

Third Semester

Information Technology

01UIT304 - OBJECT ORIENTED PROGRAMMING

(Common to Computer Science and Engineering)

(Regulation 2013)

Duration: 1:45 hour

Maximum: 50 Marks

PART A - (10 x 2 = 20 Marks)

**(Answer any ten of the following questions)**

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.
11. Give simple example program for exception handling.
12. Why do we need RTTI? Suggest some cases where we need to use RTTI.
13. Define abstract class.

14. What are the manipulators available in C++?

15. What is meant by std name space?

PART – B (3 x 10= 30 Marks)

**(Answer any three of the following questions)**

16. Illustrate the basic concepts of object oriented programming. (10)
17. Define constructor and destructor with a sample program. (10)
18. What is Template? Explain function and class template? Write the syntax and example program for function and class template. (10)
19. Explain in detail about the virtual and pure virtual function with an example. (10)
20. Write a program which copies the contents of one file to a new file by removing unnecessary space between words (10)