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Reg. No.:					

Question Paper Code: 93C04

B.E. / B.Tech. DEGREE EXAMINATION, MAY 2022

Third Semester

Computer Science and Business System

		Computer Science a	ina Business System		
		19UCB304 - Object C	Oriented Programming		
		(Regulat	ion 2019)		
Dur	ation: Three hours			Maximum: 10	0 Marks
		Answer AL	L Questions		
		PART A - (10 x	x 1 = 10 Marks		
1.	How much bytes are	occupied by int?			CO1- R
	(a) 4	(b) 2	(c) 8	(d) 16	
2.	Which of the following	ng approach is followed	l by the c++		CO1- R
	(a) top-down	(b) top-bottom	(c) bottom-up	(d) Procedur	al
3.	The member in class	by default are			CO1- U
	(a) Protected	(b) Private	(c) Public	(d) Static	
4.	Which one of the foll	owing is not a member	of the class?		CO2- R
	(a) Static Function	(b) Virtual Function	(c) Constant Function	(d) Friend	Function
5.	How many parameter	rs does a default constru	actor require?		CO1- R
	(a) 1	(b) 2	(c) 0	(d) 3	
6.	How many Destructor	rs are allowed in a Clas	ss?		CO1- U
	(a) 1	(b) 2	(c) 3	(d) Any m	ımber
7.	Function overloading	is also similar to which	n of the following?		CO1- R
	(a) operator overloadi	ing	(b) constructor overl	oading	
	(c) destructor overloa	ding	(d) function overload	ding	
8.	Virtual functions are	mainly used to achieve			CO1-R
	(a) Compile time poly	ymorphism	(b) Interpreter poly	morphism	
	(c) Runtime polymorp	ohism	(d) Functions code	polymorphism	

9.	Whi	Which of the following is used for generic programming?							
	(a) '	Virtual functions	(b) Modules	(c) Templates	(d) Ab	stract Classes			
10.	Whi	ich keyword is use	ed to throw an ex	xception?		C	O1- R		
	(a) t	ry	(b) throw	(c) throws	(d) except				
			PART -	$-B (5 \times 2 = 10 \text{ Ma})$	rks)				
11.	Def	ine object oriented	l programming			C	O1- U		
12.	Des	Describe Classes in C++ with example. CO1-							
13.	Wri	te program to imp		CO3- U					
14.									
15.	Dist	inguish between t	he terms class te	emplate and templ	ate class.	CO:	3- Ana		
			PART	$C - C (5 \times 16 = 80)$	Marks)				
16.	(a)	Explain the featu	re of Object orio	ented programmir	ng in detail.	CO1- U	(16)		
				Or					
	(b)	Explain the Cont	rol structures in	C++ with an exam	mples?	CO1- U	(16)		
17.	(a)	Identify the conwith appropriate	-	on prototyping a	nd inline function	CO2- Ana	(16)		
				Or					
	(b)	Explain about th and Friend Func	-	_	unction Arguments	CO2 -Ana	(16)		
18.	(a)	•		constructors and d e program to impl		CO2- Ana	(16)		
				Or					
	(b)	inheritances in C	++. How can your ase classes in m	e syntax and rules ou pass parameters ultiple inheritance	s to the	CO3- Ana	(16)		

(a) List the operators that cannot be overloaded and explain in detail about operator overloading with example.

Or

(b) Define polymorphism and Explain Virtual functions with example. CO4- App (16) Identify the difference between static & dynamic binding?
(a) Explain with example how can a class template be created. CO1- U (16) Or

(b) What is exception handling? Explain types of exception handling CO5-U and explain suitable example. (16)