



9. Which of the following is used for generic programming? CO1- R  
 (a) Virtual functions (b) Modules (c) Templates (d) Abstract Classes
10. Which keyword is used to throw an exception? CO1- R  
 (a) try (b) throw (c) throws (d) except

PART – B (5 x 2= 10 Marks)

11. Define object oriented programming CO1- U
12. Describe Classes in C++ with example. CO1- U
13. Write program to implement constructor overloading. CO3- U
14. What is operator overloading? CO1- U
15. Distinguish between the terms class template and template class. CO3- Ana

PART – C (5 x 16= 80 Marks)

16. (a) Explain the feature of Object oriented programming in detail. CO1- U (16)  
 Or  
 (b) Explain the Control structures in C++ with an examples? CO1- U (16)
17. (a) Identify the concepts of function prototyping and inline function with appropriate C++ program. CO2- Ana (16)  
 Or  
 (b) Explain about the Arrays of Objects, Objects as Function Arguments and Friend Functions with example program. CO2 -Ana (16)
18. (a) Identify the difference between constructors and destructors How many types of constructor? Write program to implement the copy constructor. CO2- Ana (16)  
 Or  
 (b) What is inheritances? Discuss the syntax and rules of Types of inheritances in C++. How can you pass parameters to the constructors of base classes in multiple inheritances? Demonstrate with suitable example. CO3- Ana (16)

19. (a) List the operators that cannot be overloaded and explain in detail about operator overloading with example. CO4- App (16)
- Or
- (b) Define polymorphism and Explain Virtual functions with example. Identify the difference between static & dynamic binding? CO4- App (16)
20. (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 and explain suitable example. CO5- U (16)

