

Roll No.

Total No. of Questions : 09]

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MCA (Sem. - 2nd)

OBJECT ORIENTED PROGRAMMING USING C++

SUBJECT CODE : MCA - 202

Paper ID : [B0107]

[Note : Please fill subject code and paper ID on OMR]

Time : 03 Hours

Maximum Marks : 60

Instruction to Candidates:

- 1) Attempt any one question from each Sections - A, B, C & D.
- 2) Section - E is **Compulsory**.
- 3) Use of Non-programmable **Scientific Calculator** is allowed.

Section - A

(1 × 10 = 10)

- Q1)** What is type conversion? Explain the conversion function used in converting object of one class type to another class type with suitable example.
- Q2)** Discuss the advantages of OOP. Compare the functional programming and OOP approach.

Section - B

(1 × 10 = 10)

- Q3)** Discuss the various storage class specifiers with suitable examples.
- Q4)** What is enumerated data type? Explain the rules of using enumerated data type with example.

Section - C

(1 × 10 = 10)

- Q5)** What are the nested classes? Explain the rules to be followed in using nested classes.
- Q6)** What are friend functions? Explain the rules to be followed while using friend functions.

Section - D

(1 × 10 = 10)

- Q7) Differentiate between early and late binding. How do you implement early and late binding in C++? Explain with suitable example.
- Q8) Explain the syntax of functions used in opening, using and closing files in C++.

Section - E

(10 × 2 = 20)

Q9)

- a) What are input and output streams?
- b) What is a file mode?
- c) What is the role of file() function?
- d) What does *this* pointer point to?
- e) In what order are the class constructors called when a derived class object is created?
- f) How many arguments are required in the definition of an overloaded unary operator?
- g) What is a parameterized constructor?
- h) When do we declare a member of class static?
- i) When will you make a function inline?
- j) What is the use of *setw* manipulator?

