Roll No. ..... Total No. of Pages : 2

Total No. of Questions : 07

BCA (Sem.–3)
OBJECT ORIENTED PROGRAMMING USING C++
Subject Code : BC-304
Paper ID : [B0212]

Time : 3 Hrs. Max. Marks : 60

INSTRUCTION TO CANDIDATES :

1. **SECTION-A is COMPULSORY.**
2. **Attempt any FOUR questions from SECTION-B.**

SECTION-A (10 × 2 = 20 Marks)

1. (a) What do you mean by header file?

pes?

(c) What is the significance of access specifiers in a class?

(d) What are some advantages/disadvantages of using pointers?

(e) How many ways are there to initialize an int with a constant?

(f) Difference between continue statement and break statement.

(g) What are the various access levels used in declaration of classes?

(h) Can I overload the destructor for my class? Support your answer.

(i) What do you mean by new and delete operator?

SECTION-B (4 × 10 = 40 Marks)

2. What are the main characteristics of an object oriented programming? Compare them with the structured programming?

3. Which are the different types of stream classes available in C++? Discuss them with the help of an example?

4. What do you mean by recursion? Write a program in C++ to find the factorial of a number using recursion.
5. What is multiple inheritance? How it is realized in C++? Give suitable examples.
6. What purpose is served by constructors and destructors? Explain with the help of examples.
7. Write a C++ program that prompts the user to enter the name of two files, and copies the contents of the first file into the second file. Your program should be able to handle any kind of error that occurs during the course of program execution.