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Sixth Semester B.E. Degree Examination, May/June 2010
Programming in C++

Time: 3 hrs.

Max. Marks:100

**Note: Answer any FIVE full questions, selecting
at least TWO questions from each part.**

PART – A

1.
 - a. What is an object oriented programming? What are the advantages of OOP? (06 Marks)
 - b. What is meant by dynamic binding? How is it useful in OOP? (04 Marks)
 - c. Explain the following terms, with suitable examples:
 - i) Classes ii) Inheritance iii) Polymorphism
 - iv) Encapsulation v) Message communication. (10 Marks)
2.
 - a. Explain the two ways of type conversion, using a suitable C++ program. (08 Marks)
 - b. What is a pointer? Explain the difference between a pointer and a reference, with a suitable example. (05 Marks)
 - c. A motorcycle covers a distance of 45 km per liter of petrol consumption. The cost of petrol is Rs.30.00 per liter. Write a program in C++ to calculate the cost of petrol to travel a distance of 120 km. (07 Marks)
3.
 - a. Compare and contrast the if-else statement with a conditional operator, using a C++ program. (07 Marks)
 - b. How does using name space standard statement performs? Explain its function and usage, with an example. (07 Marks)
 - c. Write a C++ program to find the sum of digits of a given number (minimum length is 5 digits). (06 Marks)
4.
 - a. Write a simple C++ program to accept a string and counts the number of alphabets, digits and special symbols present in a given string. (06 Marks)
 - b. What is an inline function? Write the rules for inline function. Give an example for inline function. (06 Marks)
 - c. Explain the call-by-value and call-by-reference parameter passing methods, with an example of each. (08 Marks)

PART – B

5.
 - a. What is an exception handling? What is the need for it? Name the different types of exceptions. (08 Marks)
 - b. Explain the meaning and syntax of a catch block and try block. (04 Marks)
 - c. Write a C++ program to illustrate the process of catching all uncaught exceptions thrown in a try block. (08 Marks)
6.
 - a. With a simple C++ program, using a class, explain the terms: object, private, public, class member and friend function. (10 Marks)
 - b. Distinguish between a constructor and a destructor. Develop a program to implement overloaded constructors and show the corresponding output. (10 Marks)

Important Note : 1. On completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages.
2. Any revealing of identification, appeal to evaluator and/or equations written eg, 42+8 = 50, will be treated as malpractice.

- 7 a. What are new and delete operators? Write a C++ program to allocate memory to three integers. Use new and delete operators for allocating and deallocating memory. Initialize and display values. (07 Marks)
- b. What is the use of operator overloading? Write a C++ program to add two complex numbers by overloading the operator +. (08 Marks)
- c. Explain the mechanism of virtual function. (05 Marks)
- 8 a. What is the difference between multiple and multi-level inheritance? (04 Marks)
- b. Explain what is meant by a class relationship, base class, derived class and protected members, with the help of examples. (10 Marks)
- c. Combining the concepts of array and class, develop a C++ program to model a stack of computer memory. (06 Marks)

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