

19. Explain briefly the exception handling in object oriented programming.
 20. Describe the steps in object oriented design approach.
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S.No. 5207

16 SCCCA 2/16 SCCIT 3

(For candidates admitted from 2016–2017 onwards)

B.Sc. DEGREE EXAMINATION, APRIL 2022.

**Part III — Computer Applications / Information
Technology – Major**

PROGRAMMING IN C++

Time : Three hours

Maximum : 75 marks

SECTION A — (10 × 2 = 20)

Answer ALL questions.

1. What is Object Oriented Programming?
2. Why does C++ have type modifier?
3. What is an object in C++?
4. List out the various access specifier.
5. What is Inheritance?
6. What is the use of new operator?
7. What is a stream?
8. What are the different C++ file modes?

9. List out the three main components of STL
10. Write the uses of setfill and setprecision manipulators.

SECTION B — ($5 \times 5 = 25$)

Answer ALL questions, choosing either (a) or (b).

11. (a) List out the features and benefits of the Object Oriented Programming.

Or

- (b) Illustrate the expressions and their types with example.

12. (a) What is class? How is a member function of a class defined?

Or

- (b) Explain briefly the type conversions with example.

13. (a) Explain the single inheritance with example code.

Or

- (b) What is meant by virtual function? Explain the basic rules for virtual function.

14. (a) Explain the unformatted I/O operations with example.

Or

- (b) Describe the various classes available for file operations.

15. (a) Explain briefly about the three major categories of container.

Or

- (b) Describe the various important string functions supported by the string class.

SECTION C — ($3 \times 10 = 30$)

Answer any THREE questions out of Five questions.

16. Discuss the execution of control structures with suitable example.

17. Explain the following with program segment.

- (a) Constructor with default argument
- (b) Dynamic Constructor

18. Explain the following

- (a) Pointers to objects
- (b) Pointers to derived classes