

BT-4 / M -15

**OBJECT ORIENTED PROGRAMMING
USING C++****Paper-IT-252 E Opt. I***Time allowed : 3 hours]**[Maximum marks : 100*

Note : Attempt five questions in all, selecting at least one question from each unit.

Unit-I

1. Differentiate between the following with examples :
 - (i) Overloading and Overriding 10
 - (ii) Public, Private and protected access type. 10
2. (a) What is a constructor ? What do you mean by dynamic initialization of objects ? Give examples. 10
(b) Explain the difference between inline function and friend function with the help of example. 10

Unit-II

3. (a) What is inheritance ? What are the access privileges in C++ ? What is the default access level ? 10
(b) What is the difference between private, public and protected inheritance ? 10
4. (a) What are restrictions on operator overriding ? 10
(b) How the operators can be over loaded ? Explain with example. 10

Unit-III

5. Differentiate between function templates and template functions.
Write a generic program for the stack that takes as input int
data and float data. 20
6. (a) What is a file ? Write a program to create, read and write
in a sequential access file. 10
- (b) Write a program to print your program code as output.
10

Unit-IV

7. (a) What is an exception ? Give some reasons that causes
exceptions. 10
- (b) What do you mean by template ? Write a program to
demonstrate function template. 10
8. Write note on the following :
- (a) Function overriding 6
- (b) Class template 8
- (c) File handling in C++. 6