SECTION-D

7. Discuss the following concepts with the help of suitable example :

a) Function Overloading

b) Function Redefining

c) Function Overriding

8. Explain the various functions involved in opening and closing a sequential file in C++. Explain how an array of class objects can be stored and retrieved from a file. What are the scope rules for the nested class objects when using a file?

SECTION-E

9. **Write briefly :**

a. Define code reusability.

b. What is static storage class?

c. What is the difference between break and continue statements?

d. What do you mean by function prototyping?

e. What are various types of derivation?

f. What are parameterised constructors?

g. When is an abstract base class?

h. Define inline functions.

i. What is the role of this pointer?

j. How exceptions are handled in C++?

Roll No. [ ] Total No. of Pages : 02

Total No. of Questions : 09

MCA (2015 Batch) (Sem.–1)

OBJECT ORIENTED PROGRAMMING IN C++

Subject Code : MCA-102

Paper ID : [72708]

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. **SECTIONS A, B, C & D contains TWO questions each carrying TEN marks each and students has to attempt any ONE question from each SECTION.**
2. **SECTION-E is COMPULSORY consisting of TEN questions carrying TWENTY marks in all.**

SECTION-A

1. What is object oriented programming? Discuss the advantages of object oriented programming paradigm.

2. Discuss the various looping constructs available in C++.

SECTION-B

3. What are the various methods of parameter passing to functions? Explain giving suitable examples.

4. What does a Union mean? Differentiate between a structure data type and a union. What is the advantage of using a union in C ++? Explain how a bit field can be used within a union data type.

SECTION-C

5. What are constructors and destructors? What are the rule governing use of constructors and destructors? Explain.

6. Define Inheritance. What are the various types of inheritance? Discuss each giving suitable examples.