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Total No. of Questions: 09

Total No. of Pages: 02

MCA (Sem. 1)
OBJECT ORIENTED PROGRAMMING IN C++
Subject Code: MCA-102
Paper ID: 72708

Time: 3 Hrs.

Max. Marks: 60

INSTRUCTIONS TO CANDIDATES:

1. Attempt ONE question each from section A, B, C & D each question carries TEN marks.
2. Section E is COMPULSORY consisting of TEN questions carrying TWO marks each.

SECTION A

1. What are the advantages of polymorphism & dynamic binding?
2. What are the various Design Principles used in object oriented programming

SECTION B

3. How are friend functions different from member functions of a class? What is the difference between derivation & friendship?
4. How are structures in C different from that in CPP? What is meant by dynamic initialization of a variable?

SECTION C

5. Why is it necessary for constructors to know the order to declaration in base class while destructors need not know the same? What actually happens when a destructor is invoked?
6. What do you understand by inheritance? What are the different types of inheritance

SECTION D

7. Write a program in C++ to overload the +, -, operator to find the addition, of strings
8. Write a program to copy the contents of one file to another using command line arguments. How are binary files different from text files in CPP.

SECTION E

- a) What is the use of copy constructors?
- b) What is the use of default constructors?
- c) What is function overloading?
- d) What is a virtual function?
- e) What is a friend functions?
- f) What is direct memory access?
- g) What is meant by dynamic initialization of a variable?
- h) What are the advantages of polymorphism?
- i) What are the advantages of scope resolute?
- j) Why are classes in CPP called Abstract Data Types?