

**BCA-10**

December - Examination 2016

**BCA Pt. II Examination****Object Orientated Programming in C++****Paper - BCA-10****Time : 3 Hours ]****[ Max. Marks :- 100**

**Note:** The question paper is divided into three sections A, B and C. Write answers as per given instructions.

**Section - A****10 × 2 = 20**

(Very Short Answer Questions)

**Note:** Answer **all** questions. Maximum in 30 words. Each question carries 2 marks.

- 1) (i) What is identifier?
- (ii) What is Hashing?
- (iii) What is static class?
- (iv) What is preprocessor?
- (v) How many trees are possible with 3 nodes?
- (vi) How class declared in C++?
- (vii) What is condition for Binary searching?
- (viii) Why do we need virtual function?

- (ix) What is pure virtual function?
- (x) Define object.

**Section - B****4 × 10 = 40**

(Short Answer Questions)

**Note:** Answer **any four** questions. Maximum in 200 words. Each question 10 marks.

- 2) Describe syntax of multi-level inheritance.
- 3) What is abstract class? Explain.
- 4) Compare overloading and overriding.
- 5) Find Error and give its justification for following overloaded function:

Void f (int \* P)

Void f (int P [J])

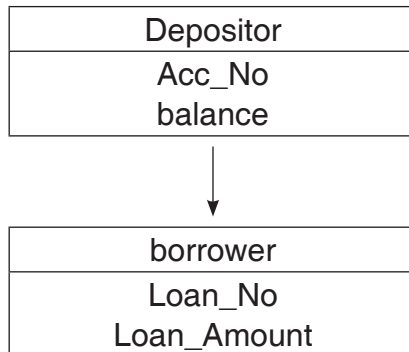
- 6) Why destructor is not overloaded? Explain with example.
- 7) (i) Differentiate between public and protector.  
(ii) Explain, why copy constructor needed.
- 8) Explain various, types of inheritance with example.
- 9) (i) What is Run Time Polymorphism?  
(ii) Explain 'this' pointer.

**Section - C****2 × 20 = 40**

(Long Answer Questions)

**Note:** Answer **any two** questions. Maximum in 500 words. Each question carries 20 marks.

- 10) (i) Write a program to count number of lines, spaces in a file.  
(ii) Write program to find length of string using operator overloading.
- 11) Write a program to declare class time having data members hrs, min, sec. Write constructor to accept data and use display function for two objects.
- 12) Write a program to implement inheritance is shown in Fig. Assume suitable data member functions to accept and display function.



- 13) Write note on followings:
- (i) Operator Overloading
  - (ii) Friend Class
  - (iii) Exception Handling