BCA-10

June - 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

 $10 \times 2 = 20$

(Very Short Answer Questions)

- **Note:** Answer **all** questions. As per the nature of the question delimit your answer in one word, one sentence or maximum upto 30 words. Each question carries 2 marks.
- 1) (i) What is pointer?
 - (ii) When is the destructor called?
 - (iii) List the features of OODBMS.
 - (iv) What do you mean by tokens?
 - (v) What is the use of Type Cast Operator?
 - (vi) What is the use of 'this' pointer?
 - (vii) How do you initialize an array?
 - (viii) Define Polymorphism.

525

- (ix) When we declare global variable?
- (x) Name some control structures in C++.

Section - B $4 \times 10 = 40$

(Short Answer Questions)

- **Note:** Answer **any four** questions. Each answer should not exceed 200 words. Each question carries 10 marks.
- 2) Explain the simple structure of C++ program with example.
- 3) Write a program in C++ to read any ten numbers and find sum and average.
- 4) What do you mean by function prototyping? Compare call by value and call by reference.
- 5) What is class? How does it accomplish data hiding?
- 6) Why do we need to use constructor?
- 7) What is Inline function? How it is different from Macro? Explain with example.
- 8) What do you mean by static data member of a class? Explain the characteristics of a static data member.
- 9) What are streams? Explain the hierarchy of stream I/O classes.

Section - C

 $2\times 20=40$

(Long Answer Questions)

- **Note:** Answer **any two** questions. You have to delimit your each answer maximum upto 500 words. Each question carries 20 marks.
- 10) What is friend function? What is a friend class? Where must the declaration of friend function appear?
- What is an exception? How you handle exception in C++? Can have multiple catch blocks with single try block? Explain with example.
- 12) What are manipulators? Write the general form of the user defined manipulators.
- 13) Write short note on the following:
 - (i) Operator overloading
 - (ii) Inheritance
 - (iii) Abstraction