

SECTION-B

- Q2. (a) How are data hiding, encapsulation and abstraction implemented in C++? 7
(b) What happens when we pass an object by reference? 3
- Q3. What is operator overloading? How it can be implemented in C++? Explain with help of suitable example. 10
- Q4. (a) What is a friend function? How they are defined? How the friend function to a class can be inline substituted? 7
(b) What is a this pointer? 3
- Q5. (a) What is a destructor function? What happens if we don't define a destructor after a Constructor? 6
(b) What are nested classes? What is their use? How they are declared in C++? 4
- Q6. (a) Discuss the approaches involved in object-oriented analysis and design. 5
(b) What do you mean by void pointer? Why do you need pointer arithmetic? 5
- Q7. (a) What are file pointers? Describe get and put pointers. 5
(b) Distinguish between sequential and random files. 5

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