Roll No.			Total No. of Pages: 02

Total No. of Questions: 07

B.Sc (IT) (Sem.-3)
PROGRAMMING IN C++
Subject Code: BS-205
Paper ID: [B0411]

Time: 3 Hrs. Max. Marks: 60

INSTRUCTIONS TO CANDIDATES:

- SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- SECTION-B contains SIX questions carrying TEN marks each and students has to attempt any FOUR questions.

SECTION-A

Ql. Write briefly:

- a) What do you mean by C++ pre-compiler directives?
- b) What is a Manipulator function? List any two
- c) How is a pointer variable used to declare a member function of a class?
- d) What do you mean by Manager Functions?
- e) Discuss the properties of friend function.
- f) What do you mean by Abstract classes?
- g) What do you mean by Static and Dynamic memory allocation?
- h) Differentiate between unary and binary operator overloading.
- i) What do you mean by ifstream and ofstream?
- j) What do you mean by Text files?

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 I suitable example.	nelp of 10
Q4.	(a) What is a friend function? How they are defined? How the friend function to can be inline substituted?	a class 7
	(b) What is a this pointer?	3
Q5.	(a) What is a destructor function? What happens if we don't define a destructor Constructor?	after a
	(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 flies	5