

29. Explain the role of storage class specifiers in C++ and their uses.
30. What is the significance of break and continue statements in a switch statement? What is the effect of their absence?

(4 × 2 = 8)

Part D (Essay type questions)

Answer any two questions.

Weight 4 each.

31. Write a C++ program to find the sum of the series $1 + \frac{1}{1!} + \frac{1}{2!} + \frac{1}{3!} + \frac{1}{4!} + \dots$
32. Write a C++ function that prints pyramid of digits. For the first function call, it prints one line pyramid, for the second function call, it prints two line pyramid, for the third function call, it prints three line pyramid and so on.
33. Define a class string. Use overloaded == operator to compare two strings. Write the program.

(2 × 4 = 8)

11. Constructors do not return any value.
12. A constructor that accepts no parameter is known as the default constructor.

Bunch IV

State whether the following is right or wrong : —

13. `int mul (int a,b) ;`
14. `enum (green, yellow, red) ;`
15. `for (i = 1 ; int i < 10 ; i ++) cout << i << \n ;`
16. `int const*p = total ;`

(4 × 1 = 4)

Part B (Short answer type questions)

Answer any five questions.

Weight 1 each.

17. What are the applications of void data type in C++ ?
18. Why is char often treated as integer data type ?
19. Why do we need the preprocessor directive `#include <iostream.h>` ?
20. What is that class called which does not have a public constructor ?
21. Can two versions of an overloaded function have different return types ? Why ?
22. What factors make two definitions with the same function name significantly different ?
23. When should default arguments be preferred over function overloading and vice-versa ?
24. What are the differences between global variables and local variables ?

(5 × 1 = 5)

Part C (Short Essay/Problems)

Answer any four questions.

Weight 2 each.

25. Explain the hierarchy among the various operators in C++.
26. What is a structure ? Declare a structure in C++ with name, roll number and total marks as components.
27. Write a function using reference variables as arguments to swap the values of a pair of integers.
28. Write a function to read a matrix of size $m \times n$ from the keyboard.

E 1993

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Reg. No.....

Name.....

B.Sc. DEGREE (C.B.C.S.S.) EXAMINATION, OCTOBER 2011

Third Semester

Vocational Course—CONCEPT OF OBJECT ORIENTED PROGRAMMING

(For the Vocational Subject Computer Application of Model-II Physics)

Time : Three Hours

Maximum Weight : 25

Answer all questions in Part A.

This contains 4 bunches of 4 objective type questions.

For each bunch, grade A will be awarded if all the 4 answers are correct,

B for 3, C for 2, D for 1 and E for 0.

Answer any five questions from Part B, 4 from Part C and any 2 from Part D.

Part A (Objective type)

Answer all questions

.Weight 1 each for each bunch.

Bunch I

Fill in the blanks using appropriate words :

1. Wrapping up of data of different types into a single unit is known as _____.
2. _____ is extensively used in implementing inheritance.
3. _____ is a data item whose data value can never change during the program run.
4. _____ is a word carrying special meaning and purpose.

Bunch II

State whether True or False :

5. Object oriented approach cannot be used to create databases.
6. Inheritance means the ability to reuse the data values of one object by other objects.
7. In nested loops, the inner loop must terminate after the outer loop terminates.
8. C++ requires the function prototype before it is used anywhere in the program.

Bunch III

State whether True or False :

9. A structure may consist of structures inside it which is known as a nested structure.
10. A function can be invoked either by call, by value or by call reference method.

Turn over