COMPUTER SCIENCE PAPER - II : CS-232
Programming in C++ - I
(New) (23246)

P. Pages : 2

Time : Two Hours

Max. Marks : 40

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Instructions to Candidates :
1. Do not write anything on question paper except Seat No.
2. Answer sheet should be written with blue ink only. Graph or diagram should be drawn with the same pen being used for writing paper or black HB pencil.
3. Students should note, no supplement will be provided.
4. All questions are compulsory.

1.   Attempt **any eight.**   **8**

   a)   What is object Oriented Programming ?

   b)   How member function are defined outside of the class defination.

   c)   Explain setw(n) function.

   d)   Explain new and delete operators.

   e)   Give the characteristics of static member variable.

   f)   What is class ?

   g)   What is Destructor ? Explain with example.

   h)   What is constant member function ?

   i)   Explain use of pointers.

   j)   What is Inline( ) function ?

2.   Attempt **any four.**   **8**

   a)   What is Inheritance ?

   b)   What is access specifiers. Explain all access specifiers.

c) Explain parameterized constructor with example.

d) What is function overloading ? Give it features.

e) Write a program to demonstrate the importance of scope resolution operator.

f) Differentiate between main( ) of C and C++.

3. Attempt **any two**.   8

a) What is operator overloading ? Write a program for overloading Binary + operator for concatenation of two strings.

b) Explain Dynamic constructor with suitable example.

c) Write a short note on type conversions.

4. a) Attempt **any two**.   6

i) Explain pointer to function with suitable example.

ii) Give the rules for operator overloading.

iii) What is encapsulation ? Give an example.

b) Compulsory question.   2
Explain Enumerated data type of C++.

5. Attempt **any one**.   8

a) Write a program in C++ to calculate volume of cube, cylinder and rectangular box, depending on choice by using function overloading.

b) Write a program in C++ to demonstrate how a common friend function can be used to exchange the private values of two classes (use call by reference method)

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