

कण - 038

## COMPUTER SCIENCE PAPER - II : CS - 242

## Programming in C++ - II

(New) (24246)

P. Pages: 3

T:	. T	o Hours	
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Max. Marks: 40

1.	Instructions to Candidates :  1. Do not write anything on question paper except Seat No.								
2.	Answersheet should be written with blue ink only. Graph or diagram should								
be drawn with the same pen being used for writing paper o pencil.									
3.	Students should note, no supplement will be provided.								
4.	All question are compulsory.								
Atte	empt any eight.								
a)	A class can be derived from another derived class, which is known as								
	i) Single inheritance ii) Hybrid inheritance								
	iii) Multiple Inheritance iv) Hierarchical inheritance.								
b)	A class can contain objects of other classes known as								
	i) Containership ii) Base class								
	iii) Derived Class iv) Multiple class.								
c)	A pure virtual function equated to								
	i) 1 ii) -1								
	iii) 0 iv) 2.								
d)	function handle single character at a time.								
	i) write()/read() ii) put()/get()								
	iii) gets()/puts() iv) putche()/getche().								
e)	C++ supports a mechanism known as to implements the concepts of generic prog.								
	i) Inheritance ii) Polymorphism								
	iii) Templates iv) 'This' Pointer.								
f)	The keyword is used to prepare a block of statement which may generate exception.								
	i) Throw ii) Try								
	iii) Catch iv) Virtual.								

g) STL has how becomes the part of the ------

i) C++

ii) C

iii) ANSI

iv) C#

h) In multilevel inheritance, the ----- are executed in the order of inheritance.

- i) constructor
- ii) destructor

iii) pointer

iv) this pointer.

i) We can get the address of variable by using operator -----

i) \*

ii) &

iii) ?

iv) =

j) ----- function write and read block of binary data.

- i) print()/scaf()
- ii) fprint()/fscaf()
- iii) write()/read()
- iv) put()/get()

2. Attempt any four.

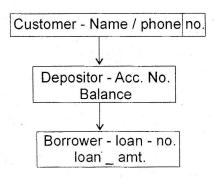
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- a) State the advantages of Inheritance?
- b) Define virtual function?
- c) What is function template?
- d) What are file streams and their various types?
- e) What is generic programming?
- f) What is STL?

3. Attempt any two.

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Write the programs to implement inheritance as shown in fig.
 Assume suitable data merger function to accept and display function.



b) Explain the concept of 'this' pointer and write the uses of pointer?

c)	Explain of	diff.	blocks used	as	exception	handling '	?
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## 4. a) Attempt any two.

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- a) What is Class Template? Write the class template to find largest of three no.?
- b) Explain in brief file pointer and manipulators?
- c) Define container? Explain in brief the classes of container?
- b) What is polymorphism?

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5. Attempt any one.

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- a) i) Write a programs to count number of lines in a file.
  - Describe the various file mode operation available? Give the diff. between ios :: ate and ios :: app?
- b) i) State the application of container classes.
  - ii) Write the function template to find maxi. of two numbers?

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