	(b)	What is function overriding?
	(c)	What is Inheritance ? What ar
		types of inheritance in C++? V
		the syntax of each of them.
		Unit IV
•	(a)	What is a virtual function ?
		required ? What is a put
		function?
	(b)	What is an exception ? WI
		significance of catch an
		keywords ?
•	(a)	What is a template ? Write a t
		create class STACK and
		different operations on it.
	(b)	What are stream error states ?

|--|

hat is Inheritance? What are different nes of inheritance in C++? Write down e syntax of each of them.

Unit IV

- 7. That is a virtual function? Why is it equired? What is a pure virtual nction? 8
 - That is an exception ? What is the gnificance of catch and throw eywords? 7
- 8. 'hat is a template? Write a template to eate class STACK and implement fferent operations on it. 10
 - hat are stream error states? 5

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Roll No.

CC-681

M.C.A. EXAMINATION, Dec. 2017

(Third Semester)

(B. Scheme) (Main & Re-appear)

MCA-501

OBJECT ORIENTED PROGRAMMING USING C++

Time : 3 *Hours*]

[Maximum Marks: 75

Before answering the question-paper candidates should ensure that they have been supplied to correct and complete question-paper. No complaint, in this regard, will be entertained after the examination.

Note: Attempt *Five* questions in all, selecting at least one question from each Unit. All questions carry equal marks.

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P.T.O.

Unit I

1.	(a)	Differentiate between the following:	
		(i) Procedural and Non-procedural	
		Languages	
		(ii) Object oriented and Object based	
		languages. 8	
	(b)	What is a reference to variable ?	
		Differentiate between call by reference	
		and call by pointer to a function in	
		program. Give suitable example to	
		illustrate your answer. 7	
2.	(a)	What is a preprocessor directive? What	
	, ,	are the uses of preprocessor directives ?	
		6	
	(b)	How can you control access to a class	
		through different access modifiers? 6	
	(c)	What is encapsulation? 3	
		Unit II	
3.	(a)	What is a friend function ? What are its	
	` /	properties ? 5	
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(b)	What is a THIS pointer? What is	the
	relevance of THIS pointer ?	5

- (c) What is the need of keywords NEW and DELETE? 5
- 4. (a) What is a constructor? Write down the syntax of different constructors available in C++?
 - (b) What are the properties of static data and static member function? Illustrate with the help of program. 8

Unit III

- 5. (a) What is operator overloading? Which operators can not be overloaded in C++?5
 - (b) Write a program to overload + and * operators for a class of complex numbers.

6. (a) What is the order of invoking of constructors in different types of inheritance?

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