

**F.Y.B.Sc IT** Reg  
A.T.K.T. - Mar'20  
**SEMESTER II**  
**OBJECT ORIENTED PROGRAMMING**

TIME: 2 ½ HOURS

MARKS: 75

3.3.20

N.B: ALL QUESTIONS ARE COMPUSORY  
FIGURES TO THE RIGHT INDICATE FULL MARKS.



**Q.1 ANSWER THE FOLLOWING (ANY THREE):** 15

- A) Describe the Object oriented Development
- B) Describe the benefits of OOPs
- C) Explain objects in C++ with help of a program
- D) Explain polymorphism in C++ with help of a program
- E) Explain dynamic biding in C++ with help of a program
- F) Explain inheritance in C++ with help of a program

**Q.2 ANSWER THE FOLLOWING (ANY THREE):** 15

- A) Explain member accessing in C++ with help of a program
- B) Explain, how are objects passed as arguments in C++ with help of a program
- C) Explain friend classes with help of program
- D) Explain arrays of pointers to object in C++ with help of a program
- E) Explain types of constructors in C++ with help of a program
- F) Explain destructors in C++ with help of a program

**Q.3 ANSWER THE FOLLOWING (ANY THREE):** 15

- A) Describe function overloading with help of program
- B) Describe overloading of plus + operator with the help of a program
- C) Describe overloading of -- operator with the help of a program
- D) Describe abstract class with the help of a program
- E) Describe pure virtual function with the help of a program
- F) Describe this pointer with the help of a program

**Q.4 WRITE SHORT NOTES ON THE FOLLOWING (ANY THREE):** 15

- A) Types of inheritance
- B) Access specifiers
- C) Hybrid inheritance
- D) Derived class constructors
- E) Exception handling
- F) Concept of throw and catch

**Q.5 ANSWER THE FOLLOWING (ANY THREE):** 15

- A) Explain concept of function template with help of a program
- B) Explain concept of class template with help of a program
- C) Explain various file operations
- D) Explain types of file modes
- E) Explain file pointers with help of a program
- F) Explain the manipulation of file pointers

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