

Total No. of printed pages = 7



RETEST EXAMINATION - 2019

Semester : 5th (Old Syllabus)

Subject Code : Co-506

OBJECT ORIENTED METHODOLOGY

Full Marks - 70

Time - Three hours

The figures in the margin indicate full marks for the questions.

Instructions :

1. *All* questions of PART-A are compulsory.
2. Answer any *five* questions from PART-B.

PART - A

Marks - 25

1. Fill in the blanks : 1×10=10
 - (a) The wrapping up of data and functions into a single unit is called _____.
 - (b) Function overloading is part of _____.

[Turn over

(c) The _____ operator is used to allocate memory dynamically.

(d) << is called _____.

(e) Execution of the C++ program begins at _____.

(f) _____ function allows to access protected data of another class.

(g) Variables of a class are called _____.

(h) Constructor is a _____ member function.

(i) A function is allowed to return _____ value.

(j) Initialization is not necessary in _____ data member.

2. Write true or false : $1 \times 10 = 10$

(a) The operator & is logical operator.

(b) Encapsulation is possible in OOP.

(c) In C++, it is possible to convert a variable from one type to another type by explicitly.

12/Co-506/OOM(O)

(2)

(d) Continue statement is breaking control statement

(e) The reusability is advantage of inheritance.

(f) Constructors can be overloaded.

(g) C++ program must have a main ().

(h) Multiplication and division operations can perform with pointer.

(i) Class and object are main features for structured programming

(j) Function template is possible in C++.

3. Choose the correct answer :

$1 \times 5 = 5$

(a) Run time polymorphism is done by

(i) Virtual function

(ii) Static binding

(iii) Constructor overloading

(iv) Operator overloading

12/Co-506/OOM

(3)

[Turn over

(b) The friend functions are called

- (i) Like object
- (ii) Like member function of class
- (iii) Like normal function
- (iv) Like operator

(c) Inline function acts as a

- (i) Function
- (ii) Macro
- (iii) Operator
- (iv) Manipulator

(d) The operator ? is

- (i) Relational operator
- (ii) Arithmetic operator
- (iii) Logical operator
- (iv) None of the above

(e) Constructor overloading means

- (i) Single constructor in a class
- (ii) Multiple constructor in a class
- (iii) One constructor and one destructor in a class
- (iv) No constructor is used in class.



PART - B

Marks - 45

4 (a) Write a program which read the biodata of 10 students and then print the biodata of those students whose marks are more than and equal to 80. The students' biodata consist the following fields :

- (i) Name
- (ii) Gender
- (iii) Age
- (iv) Department
- (v) Roll No.
- (vi) Marks

Write the program by using OOP's approach.

5

- (b) What is the difference between structure and class? 2
- (c) What is data abstraction? 2
5. (a) What is the difference between constructor and destructor? 3
- (b) Write a program by OOP approach which calculate the factorial of a number using constructor function. 4
- (c) Write about parameterized constructor. 2
6. (a) Explain multilevel and hybrid inheritance with examples. 5
- (b) What is virtual function? Explain. What is the need of virtual function? 4
7. (a) What is operator overloading? List the operators which cannot be overloaded? 3
- (b) What is abstract class? 2
- (c) What is exception handling? Explain. 2
- (d) What is the difference between function template and class template? 2



8. (a) What are the properties of static data member and static member functions in C++? 4
- (b) What do you mean by dynamic initialization of variable? Give an example. 3
- (c) What does this pointer point to? 2
9. (a) Define inline function. What are the advantages of inline function over macro? 4
- (b) What are the advantages of friend function? 2
- (c) Write the characteristics of friend function. 3