MANMOHAN TECHNICAL UNIVERSITY
OFFICE OF THE CONTROLLER OF EXAMINATIONS
Model Questions, 2080, Asar

Level: Bachelor   Year/Part: I/II
Faculty: School of Engineering   F.M.: 50
Program: Electrical and Electronics   P.M.: 25
Subject: OBJECT ORIENTED PROGRAMMING (EG455CO)   Time: 3 Hours
----

Group A [10 × 1 = 10]

Instructions:

- Choose one answer out of four options.
- Use black ball pen for shading only one circle for correct option of a question in Answer Sheet which you have provided.
- No mark will be awarded for cutting, erasing, over writing and multiple circles shading

1. Which key word is used to check exception in the block of code?

   a. Catch   b. Try   c. Throw   d. Retry

2. The fields in the class in C++ program are by defult

   a. Protected   b. Public   c. Private   d. Void

3. Which of the following operator cannot be overloaded ?

   a. dot operator(.)   b. & ampersand operator

   c. plus operator (+)   d. - - operator

4. Reusability is a derivable feature of a language as it

   a. decreases testing line   b. lowers the maintenance cost

   c. reduces the compilation line   d. reduces the execution line

5. Which operator is used to signify the namespace?

   a. conditional   b. ternary

   c. scope resolution   d. none

6. A template argument is preceded by the keyword

   a. Type   b. Keyword   c. Class   d. Object

7. Select one feature of a constructor.

   a. Starts with a tilde (u)   b. Returns void

   c. Has no return type   d. Starts with an asterisk (*)

8. Select the extension used when separating a C++ class into multiple tiles

   a. $.h_1$ b. $.c_1$ c. $.c_2$ d. $.h$

9. What is true about inline function

   a. it speeds up execution   b. it slows down execution

   c. it increases the code size   d. it decreases the code size

10. Additional information sent when an exception is thrown may be placed in

   a. the throw keyword   b. the function that caused the error

   c. the catch block   d. an object of the exception class

Attempt any EIGHT questions $[[8 \times 2 = 16]$

11. What do you mean by inline function?

12. Mention characteristics of friend function.

13. What are construction and destruction?

14. Define default argument with an example.

15. Explain the concept of multiple inheritance.

16. How is exception handling achieved?

17. Explain operator overloading with an example.

18. Explain type conversion.

19. Write a short note on a Template.

Group C

Attempt any SIX questions $[6 \times 4 = 24]$

20. What is function overloading? Write a program to add two integer numbers and two floating numbers using function overloading.

21. What are file modes? Describe different methods of opening a file.

22. Write a program for finding the longest number in a given array using function template.

23. Explain the concept of inheritance with the help of an example.

24. What is the importance of 'this' pointer in C++ ? Give an example of when you would like to use 'this' pointer.

25. Differentiate between private and public access modifier. What is the importance of having protected modifier?

****