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Question Paper Code : 42374

B.E./B.Tech. DEGREE EXAMINATION, APRIL/MAY 2018

Third Semester

Computer Science and Engineering

CS 2203 – OBJECT ORIENTED PROGRAMMING

(Common to Information Technology)

(Regulations 2008)

(Also Common to PTCS 2203 – Object Oriented Programming for BE (Part-Time)

Third Semester – CSE – Regulations 2009)

Time : Three Hours

Maximum : 100 Marks

Answer ALL questions

PART – A

(10×2=20 Marks)

1. Define abstraction.
2. What do you mean by constant pointer ?
3. What is destructor ?
4. Identify the operators that cannot be overloaded in C++.
5. Write the need of class template.
6. State the advantages of templates.
7. List out the advantages of using inheritance.
8. What do you mean by pure virtual function ?
9. Give some examples of manipulators.
10. What is global namespace ?

PART – B

(5×16=80 Marks)

11. a) i) What is polymorphism ? Describe its types. (10)
ii) Compare static and global data members. (6)
- (OR)
- b) i) With a C++ program to explain the use of function overloading. (10)
ii) Describe the need of friend function. (6)

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12. a) i) Outline the concept of parameterized constructor with an example. (10)
ii) List out the rules for defining constructor. (6)
(OR)
- b) With a C++ program to illustrate the concept of overloading assignment operator. (16)
13. a) Elaborate on function templates with illustrative examples. (16)
(OR)
- b) Discuss the components of exception handling mechanisms. (16)
14. a) Outline the different ways to derive a class from another class. Give examples. (16)
(OR)
- b) i) Summarize the uses of RTTI in different scenarios. (8)
ii) Briefly about the types of casting operators. (8)
15. a) i) Tabulate the various formatted I/O functions. (8)
ii) Briefly about the various file operations. (8)
(OR)
- b) Write a detailed note on Standard Template Library (STL). (16)