B-2108

SUBJECT CODE NO:- B-2108
FACULTY OF SCIENCE & TECHNOLOGY
B.Sc. S.Y. (Sem-IV)
Examination November/December- 2022
Computer Science CS011
Programming in C++

[Time: 1:30 Hours]   **[Max. Marks: 50]**

"Please check whether you have got the right question paper."

N.B   1.   All questions are compulsory.

Q.1   a)   Define class. Explain array of object with example.   10

       b)   Differentiate between traditional procedural programming approach and object oriented   10
            programming approach.

                                          OR

       a)   Write a Program in C++ to find factorial of given number.   10

       b)   What are friendly functions? Give the characteristics of a friend function   10

Q.2   a)   What is a Constructor? Why it is called so? Explain with example.   10

       b)   Describe the Syntax of an operator function. Explain difference between operator function as   10
            member function and friend function.

                                          OR

       Write a Short Note on any four of the following (each carry 05 marks)   20

       a)   Insertion operator ("<<")

       b)   return by reference.

       c)   Parameterized constructors.

       d)   Data Abstraction and encapsulation.

       e)   type conversion

       f)   Destructor

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Q.3   Multiple choice questions.   10

    1)   _____ is not a derived data type in C++.

       a)   Class

       b)   Array

       c)   Function

       d)   Pointer.

    2)   The Standard input stream which refers to the keyboard is called _____.

       a)   Cout

       b)   Cin

       c)   Stin

       d)   none of these

    3)   To hide a data member from the Program, you declare the data member in the _____ section
       of the class.

       a)   Concealed

       b)   Confidential

       c)   Hidden

       d)   Private

    4)   _____ operator can not be overloaded.

       a)   ::

       b)   +

       c)   –

       d)   None of these.

    5)   Constructors should be declared in _____ section.

       a)   Global

       b)   Local

       c)   Public

       d)   None of these.

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6) _____ is the Process by which objects of one class acquire the properties of objects of another class.

   a) Float

   b) Inheritance

   c) Int

   d) none of these

7) Which of the following is not the member of class?

   a) Static function

   b) friend function

   c) const function

   d) virtual function.

8) Which of the following approach is adopted by C++?

   a) Top down

   b) Bottom up

   c) Right – left

   d) Left – Right

9) Which of the following concepts means wrapping up of data and functions togather?

   a) Abstraction

   b) Encapsulation

   c) Polymorphism

   d) Inheritance

10) Which of the following operator is over loaded for object Cout?

   a) >>

   b) <<

   c) ,

   d) =

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