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**SUBJECT CODE NO: - YY-2334**  
**FACULTY OF SCIENCE AND TECHNOLOGY**  
**B.Sc. (CBCGS) (Pattern 2022) S.Y. (SEM IV)**  
**Examination April / May - 2024**  
**Computer Science-XIII Object Oriented Programming Using C++**

[Time: 1:30 Hours]

[Max. Marks: 40]

Please check whether you have got the right question paper.

N. B

- 1) All questions are compulsory.
- 2) All question carry equal marks.

**Q.1 Differentiate between procedural and object oriented programming. 10**

**OR**

- a) Describe the program structure of C++. 05
- b) Which symbol is used for scope resolution operator? Write the uses of scope resolution operator. 05

**Q.2 What are the advantages of function prototype in C++ 10**

**OR**

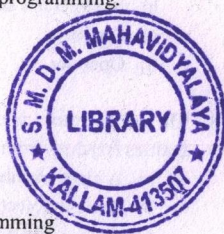
- a) What is class? How does it accomplish data binding? 05
- b) What is friend function? What are its characteristics. 05

**Q.3 Write short notes on (any two) 10**

- a) Benefits and application of object-oriented programming.
- b) Default argument
- c) History of C++
- d) Destructors

**Q.4 Multiple choice questions 10**

- I. Dividing a program into function.
  - a) Is the key to object- oriented programming
  - b) Makes the program difficult to conceptualize
  - c) May reduce the size of the program
  - d) Makes the program run faster.



2. Scope resolution operator usually
  - a) Limit the visibility of variables to certain function.
  - b) Tells what base class a class is derived from
  - c) Specifies a particular class
  - d) None of these
  
3. A function's single most important role is to –
  - a) Give a name to a block of code.
  - b) Increase program size
  - c) Accept arguments and provide a return value
  - d) Help organise a program into conceptual units.
  
4. Which of the following can legitimately be passed to a function?
  - a) A constant
  - b) A variable
  - c) Both a and b above option
  - d) A header file
  
5. A default argument has a value that
  - a) May be supplied by the calling program to inheritance
  - b) May be supplied by the function
  - c) Must have a constant value
  - d) Must have a variable value
  
6. In a class declaration , data or functions designed private are accessible
  - a) To any function in the program
  - b) Only if you know the password
  - c) To member functions of that class
  - d) Only to public members of the class.
  
7. A constructor name is the same as \_\_\_\_\_
  - a) The class of which it is a member
  - b) Destructor's object
  - c) Function
  - d) Operator
  
8. The dot operator (or class member access operator) connects the following two entities (reading from left to right)
  - a) A class member and a class object
  - b) A class object and a class
  - c) A class and a member of that class.
  - d) A class object and a member of that class.



9. In C++, a function contained within a class is called \_\_\_\_\_
- a) A member function
  - b) An operator
  - c) A class function
  - d) A method
10. A normal C++ operator that acts in special ways on newly defined data types is said to be
- a) Glorified
  - b) Encapsulated
  - c) Classified
  - d) Overloaded

