VINAYAKA MISSIONS SIKKIM UNIVERSITY
(Estd. by Sikkim Legislative Act vide VMSU Act No. 11 of 2008)
DIRECTORATE OF DISTANCE EDUCATION
NH 10-A, Tadong, East Sikkim-737102

Programme: Master of Computer Application   **Session:**2015-16   **Full Marks:** 10

Course/Subject Name: Object Oriented Programming   **Course/Subject Code:** CS 4207

Assignment No: 1   **Last Date of Submission:** 31st March2016

SECTION –A

Answer the following questions. [0.5x10=5]

1. The feature in object oriented programming that allows the same operation to be carried out differently depending on the object is:

   a) Inheritance   b) Polymorphism   c) Overriding   d) Over functioning

2. The process of extracting the relevant attribute of an object is known as:

   a) Data hiding   b) Encapsulation   c) Abstraction   d) inheritance

3. Pointer is used in:

   a) Immediate addressing   b) Direct addressing   c) Index addressing   d) none

4. _____ supports reusability.

   a) Modularity   b) Abstraction   c) Data hiding   d) Inheritance

5. Which of the following correctly declares an array?

   a) int array[5];   b) int array;   c) int array{5}   d) array array[5];

6. The operator used for dereferencing or indirection is:

   a) &   b) *   c) ->   d) ->>

7. Which is the mandatory part to be present in function pointer?

   a) &   b) return value   c) data types   d) none

8. Which of the following operator is used to release the dynamically allocated memory?

   a) delete   b) free   c) remove   d) drop

9. The fields in the class are by default:

   a) Public   b) protected   c) private   d) none

10. In CPP, dynamic memory allocation is done using_____ operator.

    a) calloc ( )   b) new   c) malloc ( )   d) allocate

Answer any <u>Five questions</u> from the following within 50 words   **[1x5=5]**

1. What do you mean by data abstraction and encapsulation?
2. List out few advantages of Object Oriented Programming.
3. Define classes and object.
4. What do you mean by dynamic initialization in array? Write the syntax of creating 2D array.
5. What is the difference between reference (&) and dereference (*) operator?
6. What is the advantage of using a pointer?
7. What are multidimensional array?

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Programme: Master of Computer Application   **Session:**2015-16   **Full Marks:** 10

Course/Subject Name: Object Oriented Programming   **Course/Subject Code:** CS 4207

Assignment No: 2   **Last Date of Submission:** 15th April 2016

SECTION –A

Answer the following questions.   **[0.5x10=5]**

1. If both default and user value is given which value will be taken for processing?

   a) user value   b) default value   c) custom value   d) none

2. Derivation of class involving more than one form of inheritance is called

   a) Multiple inheritance

   b) Hierarchical inheritance

   c) Hybrid inheritance

   d) Multilevel inheritance

3. The keyword friend should be placed in:

   b) Main function   b) function declaration   c) function definition   d) function call

4. What will be the default return type of a function?

   a) char   b) float   c) int   d) void

5. In operator overloading the operator function is declared as:

   a) operator operator sign   b) operator sign   c) operator   d) sign

6. For a class Employee, the constructor function will be:

   a) Void Employee( )

   b) Constructor Employee( )

   c) Employee( )

   d) employee( )

7. ofstream in C++ is used to:

   b) writes to a file

   c) reads from a file

   d) read and write to a file

   e) none

8. In order to catch all types of exceptions catch statement has to be written as:

   a) catch( )   b) catch(excep e)   c) catch(….)   d) none

9. The _____ operator is overloaded to designate stream input and is called stream extraction operator.

   a) <<   b) >>   c) <   d) >

10. _____ provide direct support for writing reusable code. This in turn makes them an ideal tool for defining generic libraries.

   a) Templates

   b) Generic function

   c) Abstract class

   d) Virtual function

SECTION –B

Answer any <u>Five questions</u> from the following within 50 words   **[1x5=5]**

    1. Differentiate default and copy constructor.

    2. What is base and derived class? How they are interrelated?

    3. What is the significance of friend function?

    4. What is the difference between **ios::ate** and **ios::app** file modes?

    5. Define virtual function.

    6. Name the keyword used for exception handling. Why it is necessary?

    7. How can we declare function templates? Give example

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<u>**Answer the following questions.**</u>   **[0.5x10=5]**

1. The mechanism by which the data and functions are bounded together is called:

   a) Encapsulation   b) Abstraction   c) Polymorphism   d) Inheritance

2. C++ is _____ programming language.

   a) Structured   b) Procedural   c) Object oriented   d) none

3. What is the meaning of following declaration?

   int (*ptr [5])( );

   a) ptr is a pointer to function

   b) ptr is array of pointer to function

   c) ptr is pointer to such function whose return type is array

   d) ptr is pointer to array of function

4. During dynamic memory allocation, new operator returns _____ value if memory allocation is unsuccessful.

   a) False   b) zero   c) NULL   d) garbage value

5. Which of the following correctly declare 2D array:

   a) int array[5][5];   b) array[5][5];   c) array num[5][5];   d) int array(5)(5);

6. The type of inheritance in which the derived class in turn becomes the base class for some other derived class is called:

   b) Single inheritance

   c) Multiple inheritance

   d) Hybrid inheritance

   e) Multilevel inheritance

7. A member function that is automatically invoked at the time of object declaration is called:

   a) Constructor   b) Initializer   c) Object creator   d) All of the above

8. Which among the following member function belongs to fstream class?

a) tellg()   b) tellp()   c) get()   d) None

9. The process which involves defining distinct functions which share the same name in which each has a unique signature is known as:

a) Friend function

b) Function overloading

c) Function overriding

d) Operator overloading

10. Which among the following operator can be overloaded?

a) new   b) (? :)   c) (.)   d) (::)

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