

S.D.E.

M.C.A. SEM - III : SUMMER - 2018

SUBJECT: OBJECT ORIENTED OPROGRAMMING

Day: **Saturday**
Date: **02/06/2018**

S-2018-4615

Time: **10.00 A.M. TO 1.00 P.M.**
Max Marks: 80

N.B:

- 1) Attempt any **FIVE** questions from Section-I and any **TWO** from Section-II.
 - 2) Both the sections should be written in **SEPARATE** answer books.
 - 3) Figures to the right indicate **FULL** marks.
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SECTION-I

- Q.1** Discuss how object programming language is beneficial. (10)
- Q.2** Explain the various types of inheritance in C++ with suitable diagrams. (10)
- Q.3** Discuss friend function, inline function and function overloading in C++ (10)
- Q.4** Explain memory management in C++ and JAVA. (10)
- Q.5** What is template? Explain suitable example of class template. (10)
- Q.6** What is Abstract class? Explain with example also explain the keyword 'final' in JAVA. (10)
- Q.7** Write short notes on (ANY TWO) (10)
- a) Constructor
 - b) Name space in JAVA
 - c) Contribution of JAVA to world wide web

SECTION-II

- Q.8** Write a program to overload arithmetic '+' operator using overloading function in C++. (15)
- Q.9** Write a program to find out number of student got distinction, first class and fail in annual exam using the of hierarchical inheritance. (15)
- Q.10** Write C++ program to implement all operations on stack using class. (15)

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