## Third Semester B.E. Degree Examination, Dec.2019/Jan.2020

## Object Oriented Programming with C++

Time: 3 hrs.

Max. Marks:100

Note: Answer any FIVE full questions, selecting at least TWO questions from each part.

- Differentiate between object oriented programming and procedure oriented programming. (10 Marks)
  - Define objects. Create a class CAR with following features: Name, Color, Price. Display the names of all cars costing more than 5 lakhs. (10 Marks)
- How you can make member functions inline? Give an example. (06 Marks) 2
  - Write a C++ program to count the number of objects of a certain class. (06 Marks) b.
  - How non member functions can access the member of a class? Explain with examples.

(08 Marks)

- Define a suitable parameterized constructor with default values for class DISTANCE with 3 data members feet and inches. (06 Marks)
  - Write a program to add and multiply operations using overloaded + and \* operators.

(08 Marks)

Explain 'new' and 'delete' operators with example.

(06 Marks)

- What is the ambiguity that might arise in multiple inheritances? How to overcome this? Explain with an example. (06 Marks)
  - What is inheritance? Explain the different types of inheritance possible in C++. (14 Marks)

PART - B

- How to pass arguments to a constructor in a base class? (06 Marks) 5
  - What is protected in C++? How protected access specifier behave in a single class?(08 Marks)
  - What is function overriding? (06 Marks)
- What are the differences between virtual functions and pure virtual functions? (06 Marks)
  - What is an abstract base class? Why we cannot have virtual constructors? (06 Marks)
  - c. What are the differences between early binding and late binding? (08 Marks)
- What are manipulators? Explain any two manipulators with examples. (10 Marks)

Explain the functions:

- (iv) read() (v) write() (i) seekp() (ii) tellp() (iii) seekg() (10 Marks)
- How the base class exceptions and derived class exceptions are handled? Explain with (10 Marks) examples.
  - (10 Marks) Write a program to demonstrate creation and manipulation of vectors.