

GUJARAT TECHNOLOGICAL UNIVERSITY

BE- SEMESTER-VI (NEW) EXAMINATION – WINTER 2024

Subject Code:3160922

Date:28-11-2024

Subject Name:Object Oriented Programming

Time:02:30 PM TO 05:00 PM

Total Marks:70

Instructions:

1. Attempt all questions.
2. Make suitable assumptions wherever necessary.
3. Figures to the right indicate full marks.
4. Simple and non-programmable scientific calculators are allowed.

		Marks
Q.1	(a) Discuss arithmetic operators in C++ programing.	03
	(b) Discuss the programing structure of C++ language.	04
	(c) Enlist Distinguishing features of Object-oriented programing, and justify any two of the features.	07
Q.2	(a) Classify IO Stream Library	03
	(b) Give the applications of any one Manipulators in file operation	04
	(c) Enlist any 7 Major differences between C++ and C programing language.	07
	OR	
	(c) Distinguish between the following terms: (a) Objects and classes, (b) Data abstraction and data encapsulation, (c) Inheritance and polymorphism, (d) Dynamic binding and message passing	07
Q.3	(a) Write a program depicting operator overloading.	03
	(b) What is function overloading, explain it with a suitable example.	04
	(c) Discuss the application of Constructor & Destructor and give example for the same.	07
	OR	
Q.3	(a) Discuss the application of Inline function and give example for the same.	03
	(b) What is friend function? Explain with a suitable example.	04
	(c) Write a program using C++ which calculates area of square, rectangle, and circle.	07
Q.4	(a) Explain Poly-Morphism in detail?	03
	(b) What is Inheritance? Explain single inheritance with an example.	04
	(c) Write a program of multiplying numbers, using the function overloading phenomenon of C++.	07
	OR	
Q.4	(a) Explain virtual functions.	03
	(b) What do you mean by function prototype, function call, function arguments and function return type.	04
	(c) Write a program to demonstrate the use of static member data.	07
Q.5	(a) Explain 'this' pointer with example.	03
	(b) Write down the rules for implementing operator overloading.	04

(c) Define a class to represent a bank account. include the following

07

Data members:

1. Name of the depositor.
2. Account number.
3. Type of account.
4. Balance amount in the account.

Member functions:

1. To assign initial value.
2. To deposit an amount.
3. To withdraw an amount after checking the balance.
4. To display name and balance.

Also write a main function to test the program.

OR

Q.5 (a) Explain the exception handling of C++ language.

03

(b) List various access specifiers of C++ language, and explain all of them in short

04

(c) Create a class called ITEM that has separate member data for item number(int) and item cost(float). Include the following member functions:

07

- setdata() to set these values to predefined values in the program.
- getdata() to get these values from the user.
- putdata() to display these values.
