

1079
B.E. (Information Technology) Third Semester
ITE-342: Object Oriented Programming

Time allowed: 3 Hours

Max. Marks: 50

NOTE: Attempt five questions in all, including Question No. 1 which is compulsory and selecting two questions from each Unit.

x-x-x

- I. Define the following:-
 - a) Encapsulation
 - b) Constructor
 - c) This pointer
 - d) Ambiguity
 - e) Abstract class

(5x2)

UNIT - I

- II. What are the main components of Object Oriented Programming Paradigm? Discuss its advantages and disadvantages as compared to Procedural Oriented Programming. (10)
- III. a) What are inline functions? How can you make a function inline? Explain the concept using suitable program. (7,3)
- b) Differentiate between member and non member functions. (7,3)
- IV. Can a function and an operator be overloaded? How is friend function helpful in operator overloading? Discuss with the help of a program. (10)

UNIT - II

- V. Discuss invocation of constructor and destructor in Inheritance. Also explain the function of abstract base class in Inheritance. (10)
- VI. Differentiate between virtual and pure virtual function. Write a program to elaborate their working in compile time and run time polymorphism. (10)
- VII. Write short note on any two of the following:-
 - a) Exception handling
 - b) Overloading Template functions
 - c) Object oriented analysis and design

(10)

x-x-x