

6. (a) Explain

- (i) Call by value
- (ii) Call by reference

(b) Write a program in C++ which read a set of character using pointer then print in the reverse order.

7. (a) Explain Binary file.

(b) Explain object oriented paradigm.

(c) What is OOA and OOD ?

8. What are the access modifier available in C++ class ? Explain them with example.



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**2015**

Time : 3 hours

Full Marks : 80

Candidates are required to give their answers in their own words as far as practicable.

The figures in the margin indicate full marks.

Answer from both the Groups as directed.

Group – A

(Objective-type Questions)

Answer all questions.

1. Select the correct answer of the following :

2 × 10 = 20

(a) Cout in C++ is a :

- (i) Object
- (ii) Class
- (iii) Function
- (iv) Header-file

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(6)

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(b) << is called :

- ✓ (i) Insertion operator
- (ii) Extraction operator
- (iii) Object
- (iv) Header file

(c) The for-loop is best if we know :

- ✓ (i) Fixed no of repetition
- (ii) Condition
- (iii) Value for calculation
- (iv) No. of repetition is not fixed

(d) In C++ main () is also a :

- (i) Header file
- ✓ (ii) Function
- (iii) Object
- (iv) Class

(e) Out of following which one is not the keyword in C++ ?

- ✓ (i) Array
- (ii) If
- (iii) Else
- (iv) Data

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Contd.

(f) Union is a :

- (i) Function in C++
- (ii) Header file in C++
- ✓ (iii) Keyword in C++
- (iv) Object in C++

(g) The output of the following macro is if we call that by  $F = (n+2)$  where  $n = 6$

#define F (n) n \* n :

- (i) 20
- ✓ (ii) 64
- (iii) 36
- (iv) 16

(h) Object is :

- ✓ (i) Instance of class
- (ii) Instance of int
- (iii) Instance of float
- (iv) Not available in oops

(i) Constructor is a :

- ✓ (i) Member function
- (ii) Member data

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- (iii) Object
- (iv) Class

(i) Run-time polymorphism is done by :

- (i) Virtual function
- (ii) Static binding
- (iii) Constructor overloading
- (iv) Operator overloading

**Group - B**

**(Long-answer Type Questions)**

Answer any four questions of the following :

15x4 = 60

2. (a) Explain the following :
  - (i) Continue Statement
  - (ii) Go to statement
  - (b) What is inline function ? Explain with example.
3. (a) Explain the following concept with example :
  - (i) Pass by value
  - (ii) Pass by address
  - (iii) Pass by reference

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Contd.

(b) Write a function in C++ which calculate the root of  $ax^2 + bx + c = 0$ , call this function in main program. Where root of equation are

$$x_1 = \frac{-b + \sqrt{b^2 - 4ac}}{2a} \text{ and}$$

$$x_2 = \frac{-b - \sqrt{b^2 - 4ac}}{2a}$$

4. (a) What is the difference between structure and class ?
- (b) What is constructor and destructor ?
- (c) Explain inheritance.
5. Design an oop program in C++ to create the payroll of an organisation by the following information :
  - (a) Employee name
  - (b) Employee-id
  - (c) Account-number
  - (d) Date of joining
  - (e) Basic pay
  - (f) DA, HRA etc.

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( Turn over )