

7. Define inheritance. What are the various types of inheritance ?
Explain giving examples. 9

8. Discuss the following in brief :

(a) Advantages and disadvantages of dynamic memory allocation. 3

(b) Nested and container classes. 3

(c) Pointer to an object. 3

SECTION—C

9. (a) What do you mean by user defined data types ? 1.5

(b) How structures are different from arrays ? 1.5

(c) What are the uses of virtual function ? 1.5

(d) Write short note on inline function. 1.5

(e) Differentiate between early binding and late binding. 1.5

(f) What is the use of This pointer ? 1.5

Roll No.

Total No. of Pages : 2

PC 11487-NH

CS/2111

OBJECT ORIENTED PROGRAMMING USING C++—BAP-301

Semester—V

Time Allowed : 3 Hours]

[Maximum Marks : 45

Note :— Candidates are required to attempt *two* questions each from Sections A and B of the question paper and the entire Section C.

SECTION—A

1. Explain the various characteristics of object oriented programming languages. Discuss in detail various advantages and disadvantages of object oriented programming languages. 9

2. Elaborate with examples various input and output statements supported by C++. 9

3. Define and distinguish between arrays and pointers. What are the different methods of passing pointers as argument to function ? Explain giving examples. 9

4. Differentiate between an iterative function and a recursive function. Explain with examples. Which one will you prefer to use in which circumstances ? 9

SECTION—B

5. What is the purpose of friend functions and friend classes ? Explain with the help of suitable examples. 9

6. What is a default constructor ? What is its significance ? In what way it is equivalent to a constructor having default arguments ? What are various types of default constructors ? Explain with examples. 9