

PROGRAMMING IN C++

Max: 75Marks

Sub Code: 16SCCCA2

Class: I BCA

SECTION-A

Answer ALL questions

10*2=20

1. Write any 4 Benefits of OOPs?
2. What is dynamic Binding?
3. Define Object oriented programming.
4. Name any 2 memory operators in c++.
5. Define Inline Functions.
6. What are the steps involved in object oriented design?
7. Define Type cast operator with example.
8. Define Identifiers. State the rules for valid identifiers?
9. Difference between strcmp and strcat.
10. Define 3 types of header files.

SECTION -B

Answer ALL questions

5*5=25

11. (a) What are the Basic concepts of Oops with any 4? (OR)
(b) What is mean by C++ and structure of C++
12. (a) Explain Parameterized constructor with an example.(OR)
(b) Discuss in detail about New & Delete operator with examples.
13. (a) Explain in detail about the Access Control.(OR)
(b) Types of Inheritance with examples.
14. (a) What are the Console I/O operations.(OR)
(b) Elaborate note on Working with files in C++.
15. (a) Discuss in detail about the benefits of Oops Development.(OR)
(b) Elaborate on String functions with example.

SECTION -C

Answer any THREE questions

3*10=30

16. Discuss in detail about Operators in C++ with example.
17. Write a brief note on Control statements with example.
18. Explain in detail about the Exception handling with example.
19. What is Operator overloading? With rules.
20. Explain in detail about the new cast operator types with example.

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SECTION-A

Answer ALL questions

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1. What is message Passing?
2. What are the tokens?
3. Difference between object and class.
4. Name the scope resolution operators in c++.
5. What is class template with ex?
6. Any 2 types of operator in c++.
7. What is Name Spaces with syntax?
8. Define the layers of software.
9. Explain the manipulators with an examples.
10. What is integral expressions with an examples?

SECTION -B

Answer ALL questions

5*5=25

11. (a) Explain about the Input and Output Stream with Ex. (OR)
(c) List out the advantages and disadvantages of Inheritance.
12. (a) What are the components of standard template library? (OR)
(b) Distinguish between static cast and dynamic cast.
13. (a) Write the functions of put(), write(), getline(), read(). (OR)
(b) Explain the different types of file mode?
14. (a) Difference between procedural & object oriented approach. (OR)
(b) Discuss in detail about Exception handling with examples.
15. (a) Discuss in detail about the New cast Operator. (OR)
(b) Elaborate on Destructor with suitable example.

SECTION -C

Answer any THREE questions

3*10=30

16. Explain about basic concepts of OOPS?
17. Write a brief note on tokens with example.
18. Explain in detail about the Inheritance with types and an example.
19. Elaborate on working with files in c++.
20. Explain in detail about the phases of object oriented development.

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SECTION-A

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1. What is a variable? How is it declared?
2. What is Expressions in C++?
3. Define Object
4. Define Destructors.
5. Explain pointers in c++
6. Define Polymorphism.
7. What is manipulators?
8. What is a file?
9. Define string.
10. What are the structured components of STL

SECTION -B

Answer ALL questions

5*5=25

11. (a) Explain the loop statements in C++. (OR)
(d) What is friend function? Explain with examples.
12. (a) Explain about a Class with example.(OR)
(b) Discuss in detail about Operator Overloading.
13. (a) What is meant by Inheritance? With types.(OR)
(b) What is Virtual function? Write the syntax with examples.
14. (a) Write short notes on function template.(OR)
(b) Elaborate note on exception handling with syntax and examples
15. (a) Explain the phases in object oriented development.(OR)
(b) Write a C++ program to concatenate of two strings.

SECTION -C

ANSWER ANY THREE QUESTIONS

3*10=30

16. Explain the concept of function in C++ with syntax.
17. Write a brief note on constructor with example.
18. Explain in detail about the Pointers.
19. Discuss about the file processing in C++.
20. Write notes on standard template library.