

Total Pages—3

V—Sem/MECH/2015 (W)

( 2 )

OBJECT-ORIENTED COMPUTER PROGRAMMING

( Code : CET-511 )

Full Marks : 70

Time : 3 hours

Answer any five questions

Figures in the right-hand margin indicate marks

- 1. (a) Define Reference variable. 2
- (b) What is object-oriented programming? How is it different from procedure oriented programming? 5
- (c) Describe the characteristics of static member function and static data variable. 7
- 2. (a) What does object mean in C++? 2
- (b) Define friend function. What are the merits and demerits of using friend functions? 5

( Turn Over )

- (c) Write the OOP concepts in details. 7
- 3. (a) How private members are different from protected members? 2
- (b) Distinguish between multiple and multilevel inheritance with examples. 5
- (c) Write a program in C++ for the following output. 7



- 4. (a) What is reusability of code? 2
- (b) Define inline function? How does it differ from macro function. 5
- (c) What is operation overloading? Write a program in C++ explaining binary operator overloading. 7

V—Sem/MECH/2015(W)(CET-511)

( Continued )

( 3 )

5. (a) What is an exception ? 2  
(b) Define template. Distinguish between class template and function template. 5  
(c) Define copy constructor with a suitable C++ program. 7
6. (a) Write the application of scope resolution operator in C++. 2  
(b) Write a program in C++ for function overloading. <http://www.sctevtonline.com> 5  
(c) How run time polymorphism is achieved? Give an example in C++. 7
7. (a) Define destructor. 2  
(b) How dynamic initialization of object achieved? Explain with an example. 5  
(c) Define virtual base class. Give an example of virtual base class in C + +. 7