Code No.: AI304PC

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CMR ENGINEERING COLLEGE: : HYDERABAD UGC AUTONOMOUS

II-B.TECH-I-Semester End Examinations (Regular) - February 2023 OBJECT ORIENTED PROGRAMMING USING C++ (Common to CSC, CSD, & CSM)

[Time: 3 Hours]

[Max. Marks: 70]

Note: This question paper contains two parts A and B.

Part A is compulsory which carries 20 marks. Answer all questions in Part A.

Part B consists of 5 Units. Answer any one full question from each unit. Each question carries 10 marks and may have a, b, c as sub questions.

	PART-A	(20 Marks)	
1. a) b) c) d) e) f) g) h) i)	How does an inline function differ from a preprocessor macro? What are the advantages of using new operator as compared to the function mall List the characteristics of a constructor. What is abstraction? Explain how is it implemented in C++? List out the benefits of inheritance. What is meant by the term dynamic polymorphism? List the operators which are not possible to overload. What are different file openings Modes? Discuss. How is exception handled in C++? What should be placed inside a try block? Give the syntax.	oc().	[2M] [2M] [2M] [2M] [2M] [2M] [2M] [2M]
	PART-B (50 Marks		
2.a)	Make use of an example, how does variable declare and initialization perform		[5 M]
b)	How will you destroy the objects initialized by the constructor in the program?		[5M]
3.	OR List at least four new operators added by C++ which aid OOP and explaapplication of the scope resolution operator:: in C++.	ain the	[10M]
1 0)	Explain polymorphism, data abstraction and data encapsulation with examples.		[5M]
4.a) b)	What are the access privileges in C++? What is the default access level?	Explain	[5M]
	them.		
5.a) b)	The second secon	plain. etween	[5M]
		ctiveen	[5M]
6.a)	Make use of an example, explain the syntax for passing arguments to bas	e class	[5M]
b)	constructors in multiple inheritances. What is a virtual base class? Why it is important to make a class virtual? OR		[5M]
7.	Discuss about the three different inheritance behaviors achieved through the pure virtual, ordinary virtual and non-virtual functions?	use of	[10M]

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8.a)		[5M]
	manipulation to the content.	
b)	What are Streams? Explain in detail I/O Console stream classes?	[5M]
	OR	
9.a)	Discuss about the member function of Istream class.	[5M]
b)	Make use of an example, to differentiate between dynamic binding and message	
	passing.	[5M]
10.	Write a main program that calls a deeply nested function containing an exception handling. Explain in detail what exceptions mechanism can be used to handle exception. Justify why other mechanism are not used.	[10M]
	OR	
11.a)	Write a C++ program that illustrates exception handling with the help of keywords: try, throws and catch.	[5M]
b)		[5M]
