

Q.1 Multiple choice questions:**[10]**

- The header file _____ should be included that use input/output statements/
A. iostream B. stdio C. conio D. io
- _____ means the ability to take more than one form.
A. Inheritance B. Encapsulation C. Polymorphism D. Abstraction
- . C++ supports _____
A. anywhere declaration of variable B. Dynamic initialization of variable
C. Reference variable D. All
- _____ access specifier is default in class definition.
A. private B. protected C. public D. None of Above
- _____ function is used to copy one string into another string.
A. strcpy() B. stringcpy() C. strepy() D. StrCopy()
- One base class & multiple derived classes means _____ inheritance.
A. multiple B. hierarchical C. multilevel D. hybrid
- _____ is a non-member function which can access private & protected members of some other class.
A. friend function B. virtual function
C. operator function D. pure virtual function
- Defining a function with same name but different types & no. of arguments is known as _____.
A. inheritance B. function overriding
C. function overloading D. Inline function.
- The correct function name for overloading the addition (+) operator is
A. operator+ B. +operator C. operator(+) D. operator:+
- Which one of the following operators can be overloaded?
A. :: B. New C. .* D. sizeof

Q.2 (A) Fill In the blanks.**[08]**

- _____ is process by which objects of one class get the properties of other class.
- Constructor is special member function because its name is same as the _____ name.
- By default, main() in C++ returns _____.
- Object without name is known as _____.

(B) TRUE/FALSE

- Constant refers to fixed value that cannot change during the execution of a program.
- Class is a user define data type.
- Creating a new class using one or more existing classes is known as polymorphism.
- A pointer is a variable that stores address of other variable.

Q.3 Attempt any *Ten* out of *Twelve*.

[20]

1. List out types operator available in C++.
2. What is object – oriented programming?
3. Define encapsulation as concept of OOP.
4. Define classes and objects.
5. What do you mean by arrays of string? Give example.
6. List the characteristics of member function.
7. Discuss default arguments briefly.
8. List situations when inline function is not expanded inline.
9. What is the difference between private & protected members of the class?
10. List out five operators to be overloaded in C++.
11. What is pointer?
12. List some of the rules for overloading operator.

Q.4 Attempt any *Four* out of *Eight*.

[32]

1. Differentiate OOP & POP. Explain features (characteristics) of OOP in detail.
2. Explain the concept of class & object with example.
3. What do you mean by constructors? Explain different types of constructor.
4. Explain declaration and initialization of array with example.
5. Define inheritance and explain different types of inheritance.
6. Explain the concept of friend function with suitable example.
7. Explain binary operator overloading with example.
8. What is file mode? Describe the various file mode operations available.

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[2]