Subject : Object Oriented Programming

Day : Tuesday **S.D.E.** ‖‖‖‖‖‖‖‖‖‖‖ Time : 10.00 A.M. TO 1.00 P.M.
Date : 07/06/2016 **30398** Max Marks : 80   Total Pages : 1

N.B.:
1) Attempt **ANY FOUR** questions from Section – I and attempt **ANY TWO** questions from Section – II.
2) Answers to both the sections should be written in the **SAME** answer books.
3) Figures to the right indicate **FULL** marks.

SECTION – I

Q.1 **a)** Explain the features of object oriented programming. **[06]**
b) Explain about Constructor and Destructor with suitable C++ coding. **[06]**

Q.2 **a)** Explain the purpose and applications of this pointer. **[06]**
b) When will you make a function Inline? Why? **[06]**

Q.3 **a)** Explain friend function. **[06]**
b) What is conversion function? How is it created? Explain its syntax. **[06]**

Q.4 **a)** Differentiate between late and early binding. **[06]**
b) Explain Pass By Value and Pass By Reference. **[06]**

Q.5 **a)** Explain Files I/O. **[06]**
b) What is file mode? Describe the various file mode options available. **[06]**

Q.6 **a)** Explain Error handling with file operations. **[06]**
b) Explain encapsulation. **[06]**

SECTION – II

Q.7 Write a C++ program to implement all operations on queue using class. **[16]**

Q.8 Write a Java program to read string from standard input and writing to standard output. Also count number of characters, blank spaces and digits from the string. **[16]**

Q.9 How is polymorphism achieved at runtime and compile time? Explain with C++ using coding. **[16]**

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