22316

24225

3 Hours / 70 Marks

Seat No.				

- Instructions (1) All Questions are Compulsory.
 - (2) Answer each next main Question on a new page.
 - (3) Illustrate your answer with neat sketches wherever necessary.
 - (4) Figures to the right indicate full marks.
 - (5) Assume suitable data, if necessary.
 - (6) Use of Non-programmable Electronic Pocket Calculator is permissible.
 - (7) Mobile Phone, Pager and any other Electronic Communication devices are not permissible in Examination Hall.

Marks

1. Attempt any FIVE of the following:

10

- a) Give syntax for class and object.
- b) Write two properties of static data members.
- c) Define inheritance and give its type.
- Explain reference and de-reference operator with respect to painter.
- e) Give syntax and use of fclose() function.
- f) State use of cin and cout.
- g) Define destructor with example.

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		N.	Iarks
2.		Attempt any THREE of the following:	12
	a)	Differentiate between oop and pop.	
	b)	Define class student with data members, Roll No., Name, Marks accept and display for five object.	
	c)	Explain hierarchial inheritance with example.	
	d)	Differentiate between compile time and runtime polymorphism.	
3.		Attempt any THREE of the following:	12
	a)	Explain the structure of C++ program.	
	b)	Explain memory allocation of object in detail.	
	c)	Write C++ program to write data into file using file operation.	
	d)	Write C++ program to demonstrate use of abstract class.	
4.		Attempt any THREE of the following:	12
	a)	Write C++ program count no. of words in file.	
	b)	Write rules of operator overloading.	
	c)	State and describe visibility modes and its effect used in inheritance.	
	d)	Write C++ program for copy constructor.	
	e)	Write C++ program to check entered no is palindrome or not.	
5.		Attempt any <u>TWO</u> of the following:	12
	a)	Define pointer operator and address operator with example.	
	b)	Write a C++ program to accept array of five elements, find and display smallest number from an array.	

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Marks

12

c) Write a C++ program to implement following inheritance: Refer Figure No. 1.

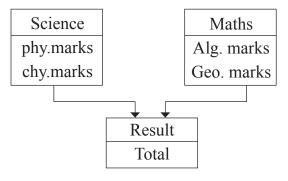


Fig. No. 1

- 6. Attempt any TWO of the following:
 - a) Define and explain rules for virtual function.
 - b) State the difference between constructor and destructor. (Any six points)
 - c) Write a program on Hybrid inheritance.