19U2	<b>231S</b> (Pages: 2)	Name	
		Reg. No	
SECOND SEMESTER B.C.A. DEGREE EXAMINATION, APRIL 2020			
(CUCBCSS – UG) CC15U BCA2 B02 – OBJECT ORIENTED PROGRAMMING WITH C++			
(BCA - Core Course)			
(2015, 2016 Admissions - Supplementary)			
Time:	: Three Hours	Maximum: 80 Marks	
Part A			
Answer all questions. Each question carries 1 mark.			
1.	C++ was developed by		
2.	is an example of derived data type.		
3.	is known as wrapping of data and memb	pers into a single unit.	
4.	Ternary operator of C++ is		
5.	5 is a special method which is invoked automatically at the time of object		
	creation.		
6.	Constructor overloading is an example of		
7.	is used to refer current class instance va	riable.	
8.	can be invoked like a normal function w	vithout using the object.	
9.	is prefixed with a tilde sign (~).		
10. Stream used to write information to a file is			
		$(10 \times 1 = 10 \text{ Marks})$	
Part B			
	Answer <i>all</i> questions. Each question carrie	es 2 marks.	
11. Define parameterized constructor.			
12.	2. Write the usage of scope resolution operator.		
13. Importance of continue statement.			
14.	4. What is meant by Inline function?		
15	5. Define virtual function.		
		$(5 \times 2 = 10 \text{ Marks})$	
Part C			
Answer any <i>five</i> questions. Each question carries 4 marks.			
	6. Differentiate between class and structure.		
17. Explain about basic data types available in C++.			

18. Memory management operators of C++.

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- 19. Define function overloading. Write a program to implement function overloading.
- 20. Write a program to implement Prefix and Postfix operators overloading.
- 21. What is meant by function with default arguments?
- 22. Explain write() and read() of stream class.
- 23. What is meant by function templates in C++?

 $(5 \times 4 = 20 \text{ Marks})$ 

## Part D

Answer any five questions. Each question carries 8 marks.

- 24. Write a short note on basic principles of object orientation.
- 25. Explain various control structures available in C++.
- 26. Explain about multiple constructors of a class with example.
- 27. Illustrate the need of friend function using an example.
- 28. Write a program to add two complex numbers using operator overloading
- 29. Explain different types of inheritance.
- 30. Narrate the concepts of class and write a program to implement class.
- 31. Illustrate function overriding with suitable example.

 $(5 \times 8 = 40 \text{ Marks})$ 

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