

NOVEMBER/DECEMBER 2019

**BIM41-PROGRAMMING IN C++**

Time : Three hours

Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

1. Define class.
2. List any two application of OOP.
3. What is called token?
4. State the logical operators in C++
5. Define destructors.
6. What is known as function overloading?
7. Define Inheritance.
8. What is called pure virtual function
9. Define input stream.
10. Mention the use of end-of-file deduction.

SECTION B — (5 × 5 = 25 marks)

Answer ALL the questions.

11. (a) Write short notes on software evolution.  
Or  
(b) Explain the benefits of OOP
12. (a) Define expression. Explain its types in detail.  
Or  
(b) Elaborate the concept of function prototyping.
13. (a) Describe any two constructors in detail.  
Or  
(b) Illustrate the any one type conversion process.
14. (a) Elucidate the concept behind single inheritance.  
Or  
(b) Give an account on pointers.
15. (a) Discuss about error handling during file operations.  
Or  
(b) Explain the concept of command line arguments with example.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. List and explain the basic concepts of OOP.
17. Discuss in detail about inline functions.
18. Illustrate the concept of binary operator overloading.
19. Describe the idea behind multiple inheritance.
20. Explain the steps for opening and closing a file.