

APRIL/MAY 2019

BIM41 — PROGRAMMING IN C++

Time : Three hours

Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

1. Define Object Oriented Programming.
2. List any two benefits of OOP.
3. What is token?
4. Define pointers.
5. What is destructors?
6. Define function overloading.
7. What is known as pure virtual function?
8. Define Inheritance.
9. What is called a file?
10. State the functions that are used for error handling during file operations.



SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) Explain the software evolution process in detail.

Or

- (b) Write short notes on object oriented languages.

12. (a) Discuss the manipulators available in C++.

Or

- (b) Elucidate the general format of switch-case statement.

13. (a) Define constructor. Explain any two types of constructors.

Or

- (b) Give an account on type conversions.

14. (a) Elaborate the concept of multilevel inheritance.

Or

- (b) Describe the characteristics of virtual function.



15. (a) Enumerate the classes for file stream operations.

Or

- (b) Discuss about command-line arguments.

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 process of binary operator overloading.

19. Describe the formatted I/O operations with example.

20. Explain the concept of opening and closing a file.