

OBJECT ORIENTED PROGRAMMING THROUGH C++			
(Com to CSE, IT) Time: 3 hours Max. Marks: 70			70
		Answer any <b>FIVE</b> Questions each Question from each unit All Questions carry <b>Equal</b> Marks	
		UNIT-I	
1		Explain in detail the features of Object Oriented Programming paradigm with suitable examples.	[14M]
2	a)	Write any four significant differences between C and C++.	[7M]
2	a) b)	What are Objects and Classes in Object Oriented Programming? Explain.	[7M]
		UNIT-II	
3	a) b)	What is a Destructor? Why it is needed? When is a Destructor invoked? Describe the use of Friend functions with an appropriate C++ program.	[7M] [7M]
		OR	
4	a)	What is a Constructor? Explain various forms of Constructors with suitable example.	[7M]
	b)	Write a C++ program to demonstrate the significance of Nested classes.	[7M]
		UNIT-III	
5		Develop a C++ program to overload the Binary operator '+' to concatenate two strings.	[14M]
		OR	
6	a)	Why do we need an Abstract Class in C++? Explain the features of Abstract Classes with a C++ program.	[7M]
	b)	Explain the implementation of Multiple and Multilevel Inheritance in C++.	[7M]
		UNIT-IV	
7	a)	With a C++ program, explain how a Base Class pointer pointing to Derived Class object.	[10M]
	b)	Specify the rules for defining Virtual functions in C++.	[4M]
		OR	
8		How are Static and Dynamic Binding implemented in C++? Explain with a program and discuss their advantages and disadvantages. UNIT-V	[14 <b>M</b> ]
9	a)		[7]]
フ	a) b)	Explain various keywords related to C++ Exception handling with a program. Differentiate between Templates and Macros in C++. OR	[7M] [7M]
10	a)	Develop a C++ program to implement Bubble sort using Function Templates.	[7M]
10	b)	Explain in detail about Iterators in C++.	[7M]
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# II B. Tech I Semester Regular/Supplementary Examinations, December-2023 **OBJECT ORIENTED PROGRAMMING THROUGH C++**

(Com to CSE, IT) Time: 3 hours Max. Marks: 70 Answer any FIVE Questions each Question from each unit All Questions carry Equal Marks ~~~~~~~ UNIT-I a) Compare and Contrast C and C++ programming languages. [7M] b) Explain about Data Abstraction with any three examples. [7M] OR a) How does OOP overcome the shortcomings of traditional programming [7M] approaches? b) Explain about Polymorphism and its significance with an example. [7M] UNIT-II a) Explain the different Access Control Specifiers available in C++ and their roles [7M] in inheritance. b) What is the real use of Method overloading? Explain with a sample C++ [7M] program. OR a) How to Declare and Define a friend function in C++? Explain with a sample [7M] code. b) Explain the features of Friend functions and Friend Classes in C++. [7M] UNIT-III a) Discuss the different types of Inheritance supported by C++ and explain how it [10M] encourages Code Reusability. b) How t use an object as a class member? Illustrate. [4M] OR a) Develop a C++ program to create an object of a class inside another class [7M] declaration. b) In C++, can pure abstract classes have data members and can an object be [7M] created from them? Give justification to your answer with proper explanation. UNIT-IV a) How are Pointer variables different from normal variables? Explain the steps to [7M] access an object in C++ using Pointers.

b) What is meant by function binding in programming? Explain about Early and [7M] Late binding in C++.

#### OR

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SET - 2 **R20** Code No: R2021051 a) Explain the rules for defining Virtual functions in C++. [7M] 8 b) Explain the following [7M] i)this pointer ii)Virtual destructor UNIT-V a) Explain the usage of Class and Function templates in C++ with a program. 9 [7M] b) How many Associative containers are provided by C++? Explain. [7M] OR 10 a) How to define User-defined Exceptions in C++? Explain with a sample code [7M] snippet.

b) Give an overview of STL programming model in C++. [7M]

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11	Time: 3 hours Max. Marks: 70 Answer any FIVE Questions each Question from each unit		/0
		All Questions carry <b>Equal</b> Marks	
		UNIT-I	
1	a)	What is Object Oriented Programming? Explain in detail the basic features of Object Oriented Programming.	[10M]
	b)	Discuss the types of Programming Paradigms.	[4M]
		OR	
2	a)	Briefly discuss the limitations of Conventional programming paradigms.	[7M]
	b)	Write any two benefits of Code reusability and explain how it can be implemented in C++.	[7M]
		UNIT-II	
3	a)	What are the special characteristics of Constructors? Explain with a C++	[7M]
	b)	program. Describe the properties of Anonymous Objects and explain how to call member functions with an Anonymous Object.	[7M]
		OR	
4	a)	Which OOP principle implements function overloading? Explain with a C++ program.	[7M]
	b)	Explain the usage of Scope Resolution operator with a C++ program.	[7M]
		UNIT-III	
5	a)	Explain various types of Inheritance supported by C++ with a program.	[10M]
	b)	What are Abstract classes? Give their significance. Can they be inherited? Justify.	[4M]
		OR	
6	a)	Explain the syntax and rules for overloading Operators in C++.	[7M]
	b)	What is the need for Virtual Base Class in C++? How to declare Virtual Base Class in C++? Explain.	[7M]
		UNIT-IV	
7	a)	What is a Class pointer? What is the size of an object pointer? Give explanation.	[7M]
	b)	Explain the purpose of Virtual destructors in C++ with a sample program.	[7M]
		OR	

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Code No: R2021051



8		What are the benefits of Polymorphism in C++? Explain the different forms of Polymorphism and their implementation details with a C++ program.	[14M]
		UNIT-V	
9	a)	What are the advantages and disadvantages of Templates in C++? Give the syntax to write Class and Function Templates in C++	[7M]
	b)	Discuss various types of Containers in STL.	[7M]
		OR	
10	a)	Explain the concept of rethrowing exceptions in C++ with an example program	[7M]

b) With a C++ program, explain the usage of various operators used in C++ [7M] Macros.

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(Com to CSE, IT)			
Time: 3 hours Max. Marks: 70			70
		Answer any <b>FIVE</b> Questions each Question from each unit All Questions carry <b>Equal</b> Marks	
		UNIT-I	
1	a)	Discuss the limitations of Conventional programming.	[7M]
	b)	Briefly explain the four pillars of Object Oriented Programming paradigm.	[7M]
		OR	
2	a)	How is Data Abstraction implemented in C++? Explain with an example.	[7M]
	b)	Explain about Objects, Classes and Methods in OOP.	[7M]
		UNIT-II	
3	a)	What is the main purpose of Constructors? How to invoke a constructor in C++?	[7M]
	b)	Explain. How to define Member Functions of Nested Class outside the enclosing Class? Explain with a C++ program	[7M]
		OR	
4	a)	When should we use Friend functions in C++? Explain with a program.	[7M]
	b)	Discuss the characteristics of Destructor in C++ programming? Is it possible to invoke a Destructor in C++ explicitly? Give explanation.	[7M]
		UNIT-III	
5		Write a C++ program to illustrate the importance of overloading Binary operator '+' for adding two complex numbers.	[14M]
		OR	
6	a)	Explain various forms of inheritance supported by C++.	[7M]
	b)	Write short notes on i)Abstract Classesii)Virtual Base Classes	[7M]
_	,	UNIT-IV	
7	a)	How Runtime Polymorphism is implemented in C++?	[7M]
	b)	Write a C++ program to illustrate the importance of 'this' pointer.	[7M]
OR			
8	a)	Explain the syntax to declare, initialize and access pointers in C++.	[7M]
	b)	What is Polymorphism and how it is achieved in C++?	[7M]

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**R20** 

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#### UNIT-V

9	a)	Explain the hierarchy of execution of multiple catch blocks in C++ with a	[7M]
		program.	
	b)	What is Function template? Can a class member function template be virtual?	[7M]
		Explain.	
OR			

10 Develop a C++ program to implement Singly Linked List using Templates. [14M]

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