

Reg	eg. No. : grasesjo na		
	ame:		
	Fourth Semester B.Tech. Dec (2008 Sc Branch : Comp 08.404 : OBJECT ORIENT	ree Examinati heme) uter Science	on, May 2013
01			and disablyantage
lin	me: 3 Hours  yigne si bas qoq, ilaya daw sautauda siel		Max. Marks: 100
	PART		
A	Answer all questions.		
1.	What is meant by data abstraction?		
2.	2. Write a note on IO manipulators.		
3.	3. Compare pointer variables and reference	variables.	
4.	4. Write a note on inline functions.	Inplex numbers	
5.	5. Explain the use of destructors, with the h	elp of examples.	
6.	6. Explain the use of 'this" pointer.	JORIAL CSTING	15 at Explain the

7. Explain how encapsulation is achieved in C++

8. Write a note on virtual functions.

9. Explain multiple and multilevel inheritance.

10. Write a note on function templates.

 $(10\times4=40 \text{ Marks})$ 

PART-B

## Module - I

11. a) Explain object orientation principles, in detail.

10

b) With the help of example, illustrate the concept of a function returning a reference.

10

OR



12.	a)	Explain how the relationship between classes are found.	10
	b)	Using reference variable, define a function to interchange the values of two variables.	10
		Module – II	
13.	a)	Explain friend function, with the help of examples. What are its advantages and disadvantages ?	10
	b)	Define a class to represent stack data structure with push, pop and is empty operations.  OR	10
14.	a)	Explain the use of copy constructor, with examples.	10
	b)	Define a class Complex Number having data members real part and imaginary part. Define member functions to	
		i) add and rolling and reference years are reference years.	
		ii) multiply two complex numbers	10
		de glace the use of destructors, will - sluboMor examples	
15.	a)	Explain the use of virtual base classes, with examples.	10
	b)	Define classes Geometric Shape, Rectangle, Square and Circle, with proper relationship between them, to compute their area.  OR	10
16	2)		10
10.	aj	Write a note on overriding of member functions.	10
	b)	Define a class template stack with push and pop operations. Create stack objects with integer and real data items.	10