Total No. of Questions : 8]

P1528

[6002]-157

S.E. (Computer Engineering) (Artificial Intelligence & Data Science) (Computer Science & Design Engineering) **OBJECT ORIENTED PROGRAMMING (OOP)** (2019 Pattern) (Semester - III) (Theory) (210243)

Time : 2¹/₂ Hours] [*Max. Marks* : 70 Endsem exam based on 3, 4, 5, 6. 1) Draw Neat and clean Diagram. 2) 3) Assume suitable data if necessary. What is runtime polymorphism? How it is achieved in C++. Explain it along with example. [5] b) Explain virtual base class and virtual function with example. [6] demonstrate use of unary operator overloading. Explain polymorphism and types of polymorphism in C++. [5] b) conversion with example. Write a program to overload insertion (<<) and extraction (>>) operator c) in C++. Explain using example. Explain command line arguments in C++? Write program to explain the b) same. What are different file opening mode? [4] c) OR C++ with example. b) classes in C++. c) explain its arguments along with example.

Instructions to the candidates:

- *Q1*) a)
 - c) Explain need of operator overloading. Write C++ program to [6]
- *Q2*) a)
 - Explain what is type casting, Explain Implicit and explicit type of [6]
 - 6
- What are various functions which are used to manipulate file pointers? *03*) a) [7]
 - [7]
- Explain formatted and unformatted input and output functions used in **Q4**) a) [7]
 - What are stream classes and their use? Provide the hierarchy of stream [7]
 - Explain the use of command line arguments. If we want to pass command line arguments what will be prototype of main function and [4]

P.T.O.

SEAT No. :

[Total No. of Pages : 2

	90	
Q5) a)	What is the power of templates in C^{++} ? Explain along with one exam	ple.
		[5]
b)	Explain exception handling mechanism in C++? Write a program in C	
	to handle "divide by zero" exception.	[6]
c)	Write a short note on typename and export keyword in C++.	[6]
Q6) a)	What is mean by user defined exception? Give one example.	[5]
£ 07 d) b)	Explain class template using multiple parameters. Write a program in C	
,		[6]
c)	How multiple catching is implemented in exception handling?	[6]
Q7) a)	Explain the concept of the Standard Template Library (STL) in C	
b)	What are its key components? Differentiate between sequence containers and associative container	[7]
0)	the STL. Provide examples of each.	[7]
c)	Discuss the advantages of using container adapters in the STL. Prov	vide
	examples of container adapters	[4]
	OR	
Q8) a)	How can vectors and lists be used as sequence containers in the S' Explain with a appropriate example.	[7]
b)		
- /	and pointers.	[7]
c)	Describe the process of using the STL algorithms for Quick sort.	.[4]
	Describe the process of using the STL algorithms for Quick sort. A + A + A + A + A + A + A + A + A + A +	6
	g	
 b) Explain the concept of iterators in the STL. Differentiate between iterator and pointers. [7] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the STL algorithms for Quick sort. [4] c) Describe the process of using the sort. [4] c) Describe the process of using the sort. [4] c) Describe the process of using the sort. [4] c) Describe the process of using the sort. [4] c) Describe the process of using the sort. [4] c) Describe the process of usin		