

PARUL UNIVERSITY  
PARUL INSTITUTE OF COMPUTER APPLICATION  
BCA DEPARTMENT  
Mid Term Examination – October, 2016

Subject Code: OOCPP  
Subject Title: Object Oriented Concepts and Programming  
Course: IMCA Semester: 3

Date: 20/10/2016  
Time: (2 hours) 10:30 To 12:30  
Total Marks: 50

**Q-1) Do as Directed (Attempt any 10)**

(10)

- 1) Which of the following is the correct syntax for copy constructor  
a) player(player);                      b) player(player &, player &);  
c) player(player, player);            d) player(player &);
- 2) What should be the return type for constructor?  
a) void            b) int            c) it cannot have return type            d) it can have any return type
- 3) Destructors are invoked \_\_\_\_\_  
a) explicitly when needed                      b) explicitly when object goes out of scope  
c) automatically when objects goes outs of scope            d) automatically at the end of the program
- 4) The idea of extending an already defined class is known as \_\_\_\_\_  
a) inheritance            b) reuse            c) extension            d) enhancing
- 5) cout is \_\_\_\_\_  
a) an object of output stream                      b) an output operator  
c) an extraction operator                      d) a printing operator
- 6) The idea of providing new meaning to operator in c++ is known as \_\_\_\_\_  
a) operator overloading                      b) operator modifying  
c) operator enhancing                      d) operator extension
- 7) What should be the return type for constructor?  
a) void            b) int            c) it cannot have return type            d) it can have any return type
- 8) what type of values do constructors provided to the object?  
a) new values            b) initial values            c) dynamic values            d) constant values
- 9) which is the access modifier?  
a) private            b) protected            c) public            d) all of the above
- 10) Return type of main() in C ++ is \_\_\_\_\_  
a) void            b) int            c) double            d) float
- 11) Which looping process is best used when the number of iterations is known?  
a) for            b) while            c) do-while            d) all looping processes require that the iterations be known
- 12) how to access class member?  
a) using objects            b) using pointer            c) using reference variables            d) none of the above
- 13) What is the mandatory preprocessor directive for c++?  
a) #define            b) #include            c) #undef            d) none of the mentioned

**Q-2) Answer the following (1 line) (Attempt any 10)**

(10)

State True or False:

1. By using concept of function overloading we cannot use the same function name in one class.
2. Destructor can be used to assign value to the members of class object.
3. Loops can be used in inline function.

Give definition:

4. Default constructor
5. Encapsulation
6. Destructor
7. Function overloading
8. Reference variables
9. Dynamic binding
10. Class

Write syntax for following:

11. Function declaration outside class
12. Constructor & destructor
13. Switch case

**Q-3) Answer the following questions (Attempt any 5)**

(15)

1. Explain benefits of OOP?
2. Explain Function prototyping.
3. What is C++? How it is differ from C?
4. Give difference between functions and constructors
5. Give difference between For loop and while loop
6. How to create objects of class? And how to access class members?
7. Give difference between class and structure.
8. Explain elseif ladder.

**Q-4) Answer the following questions ( Long) (Attempt any 3)**

(15)

1. What is function overloading? Explain in detail
2. Explain basic structure of C++ with example.
3. Write a program to find salary of employee.
4. Explain following:
  - a. Copy constructor
  - b. Parameterized constructor
5. Discuss importance of Friend function.

All The Best