

(i) Printed Pages : 2

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(ii) Questions : 9

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Exam. Code : 

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**B.A./B.Sc. (General) 3<sup>rd</sup> Semester**  
**(1129)**

**COMPUTER SCIENCE**

**Paper : CS06 Theory-B Object Oriented Programming Using**  
**(C++)**

**Time Allowed : Three Hours]**

**[Maximum Marks : 30**

**Note :—** Attempt **FIVE** questions in all, including Q-9 in Section-E which is compulsory and taking **ONE** each from Section-A to Section-D.

**SECTION—A**

1. Explain benefits of Object Oriented Programming with concept of Encapsulation, Data Hiding, Polymorphism and Inheritance. 6
2. Discuss the complete structure of a C++ program including classes and objects with examples. 6

**SECTION—B**

3. Write a program to show how member functions can be defined outside the class. 6
4. What are Constructors and Destructors ? How will these be declared ? Explain Parameterized Constructor and Constructor Overloading. 6

### SECTION—C

5. What do you mean by friend function ? Why the friend function is used ? Write a program to show the use of a friend function. 6
6. What is Inheritance ? Explain its various types. Explain any two types of inheritance with example. 6

### SECTION—D

7. What is Operator Overloading ? How to overload a binary operator ? 6
8. What do you mean by Virtual Function ? Give an example for it. How is it different from Pure Virtual Function ? 6

### SECTION—E

9. Write short notes on the following :
  - (a) Function Overloading
  - (b) Access specifiers and its types
  - (c) Define Polymorphism6