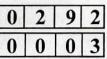
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(ii) Questions :9

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# B.A./B.Sc. (General) 3<sup>rd</sup> Semester (1129) COMPUTER SCIENCE Theory-B Object Oriented Programm

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
- 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
- What are Constructors and Destructors ? How will these be declared ? Explain Parameterized Constructor and Constructor Overloading.

[Turn over

## 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.
- What is Inheritance ? Explain its various types. Explain any two types of inheritance with example.

#### SECTION-D

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

#### SECTION-E

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

6

6