TB252159K

Reg. No :.....

Name :.....

BACHELOR'S DEGREE (C.B.C.S) EXAMINATION, MARCH 2025

2023 ADMISSIONS SUPPLEMENTARY

B.VOC S.W.D SEMESTER II - SKILL

VSD2S04B23 - Object Oriented Programming Using C++

Time : 3 Hours **Maximum Marks : 80**

Part A

I. Answer any Ten questions. Each question carries 2 marks **(10x2=20)**

1. List out the uses of Scope Resolution Operator?
2. Describe inline functions?
3. List out the ways to comment statement in C++?
4. Illustrate the way in which member function of a class is invoked?
5. Describe static member function with syntax.
6. Describe the access specifiers used in C++.
7. List the three types of type conversions.
8. Give the syntax of a parameterized constructor.
9. Define virtual function?
10. Define pure virtual functions?
11. List the functions for manipulation of file pointers.
12. Explain how polymorphism is achieved at a)compile time and b) runtime.

Part B

II. Answer any Six questions. Each question carries 5 marks **(6x5=30)**

13. Define identifier. What are the rules to be followed for identifiers?
14. Explain the method for defining an inline member function outside the class?
15. Illustrate nesting of member functions with a sample program.
16. Explain the use of copy constructor with a program.
17. Explain the rules of overloading an operator?
18. Write the general form for defining derived constructor in C++.
19. Differentiate between public, private, and protected access specifiers in C++?
20. Describe the various approaches by which we can detect the end-of-file condition successfully.
21. Explain the meaning of 'current position' when applied to files?

Part C

III. Answer any Two questions. Each question carries 15 marks **(2x15=30)**

22. Write a program to demonstrate how a static data is accessed by a static member function.
23. Illustrate the advantage of dynamic constructors with a C++ program.
24. Define inheritance? Explain its different types? Illustrate single inheritance with a suitable example.
25. Write a program illustrating the use of pointers to objects.