EVENING

0 9 JUL ZUZZ

Please check that this question paper contains 9 questions and 2 printed pages within first ten minutes.

[Total No. of Questions: 09] Uni. Roll No.

[Total No. of Pages: 2]

Program: B.Tech. (Batch 2018 onward)

Semester: 4/ (2018)

Name of Subject: Object Oriented Programming using C++

and Data Structures

Subject Code: PCEC-107

Paper ID: 16223

Scientific calculator is NotAllowed

Time Allowed: 03 Hours

Max. Marks: 60

NOTE:

1) Parts A and B are compulsory

2) Part-C has Two Questions Q8 and Q9. Both are compulsory, but with internal choice

3) Any missing data may be assumed appropriately

Part - A

[Marks: 02 each]

Q1.

- a) List the features of Object oriented Programming.
- b) Discuss the concept of pointer with example.
- c) Create a logic to use new and delete operator.
- d) What is if else-if ladder?
- e) Write the result of the following code with its reason.

#include<iostream.h>
int main()
{
int x = 5, y = 10, z = 100;
x = y = z;
cout<<x;
}

f) What will be the output of the following code? Explain your answer.

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```
#include<iostream.h>
int main()
{
int x = 10;
if ( x = 20 )
  cout<<"True";
  else
  cout<<" False";
}</pre>
```

Part -- B

[Marks: 04 each]

- Q2. a) Write the equivalent infix expression for 10,3,*,7,1,-,*,23
 - b) Translate the infix expression into its equivalent postfix expression:
 - $((A-B)^*(D/E)) / (F*G*H)$
- Q3. Discuss a) Arrays with example. b) Stacks and queue with example.
- Q4. Write an algorithm to find the roots of quadratic equation.
- Q5. Discuss the exception Handling with example.
- Q6. Create a program to demonstrate the working of classes and objects.
- Q7. Create a program to print the number is prime or not.

Part - C

[Marks: 12 each]

- Q8. a) Discuss the types of Inheritance with example. Discuss public, private and protected inheritance.
 - b) Compare overloading and overriding with example

OR

Discuss the Need of constructors and destructors, copy constructor. Discuss the constructors and destructors in derived classes and constructors and destructors will static members,

Q9. Discuss Transverse, insert, delete, sorting of data in the data structures.

OR

Define the following with example a) pure virtual functions b) abstract base classes c) dynamic binding d) type conversion