GSM/D-21                                    **1196**

OBJECT ORIENTED PROGRAMMING USING C++
Paper : BCA-231

Time : Three Hours]                    [Maximum Marks : 80

**Note :** Answer *five* questions in all, selecting *one* question from each unit in addition to Compulsory Questions. No. l. All questions carry equal marks.

### Compulsory Question

**1.** (i)    Differentiate between Object and Class.

(ii)   Explain the characteristics of OOP.

(iii)  Differentiate between Pointer and references.

(iv)   Define operator overloading. What are its advantages?

(v)    Differentiate between get (char *) and get () prototypes.

(vi)   Explain strcpy () with example.

(vii)  Explain the put () function by giving example.

(viii) Explain ternary operator with example.    (8×2=16)

### UNIT-I

**2.** Write a program using class to solve a quadratic equation.
16

**3.** What do you mean by static data member and static member functions? Explain it with example.    16

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## UNIT-II

**4.** What do you mean by constructor overloading? Explain it with example. 16

**5.** Explain the various unformatted and formatted I/O operations. 16

## UNIT-III

**6.** What do you mean by Friend Function? What are its advantages? Write a program of call by reference using Friend Function. 16

**7.** Explain various string functions by giving Example. 16

## UNIT-IV

8. What is Function overloading? Explain it with example. 16

**9.** Write a program to overload assignment operator and assign the contents of one object to another object of a class. 16

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