SUB.CODE: 18UCA2C3

REG.NO:

DHANALAKSHMI SRINIVASAN COLLEGE
OF ARTS & SCIENCE FOR WOMEN
(AUTONOMOUS)
(For Candidates admitted from 2020-2021 onwards)

UG DEGREE EXAMINATIONS APRIL – 2021
B.C.A – COMPUTER APPLICATIONS
PROGRAMMING IN C++

Time: 3 Hrs **Max.Marks: 75**

PART – A

CHOOSE THE CORRECT ANSWER: **(10*1=10)**

1. Initialization of variables at run time is called _____
   a) Reference variable b) Dynamic variable c) Constants variable d) None
2. The most commonly used manipulators are _____
   a) Setw b) Endl c) both (a) & (b) a) None of these
3. A constructor that accepts no parameters is called _____
   a) Copy constructor b) Default constructor c) Parameterized constructor d) None
4. We cannot use _____ function to overload operators.
   a) Friend b) Static c) Member d) All of these
5. An _____ is designed only to act as a base class
   a) Abstract class b) Constructor c) Virtual Class d) Both a & b
6. The pointers which cannot initialized in a program are called _____
   a) Null pointers b) Null variable c) Null address d) None
7. A _____ can be used to create a group of classes or functions.
   a) Parameters b) Templates c) Arguments d) All of these
8. _____ are runtime anomalies or usual condition in program while executing.
   a) Streams b) Manipulators c) Exception d) Both b & c
9. A _____ can be used to represent a system at any level of abstraction
   a) Flowchart b) DFD c) Textual Analysis d) None
10. The _____ function can be used to compare two strings.
    a) Compare( ) b) Swap( ) c) Copy ( ) d) None

PART - B

ANSWER ALL THE QUESTIONS **(5*7=35)**

11. a) Explain the benefits of Object oriented programming.

(OR)

b) Describe the basic data types in C++.

12. a) Explain about the Static Data members.

(OR)

b) Illustrate how binary operators can be overloaded.

13. a) Enumerate the process of Virtual Base Class.

(OR)

b) Demonstrate the use of 'This Pointer'.

14. a) Explain the Classes of file stream operations.

(OR)

b) Explain how exceptions are used in constructors & destructors.

15. a) Describe the characteristics of Iterators.

(OR)

b) Analyze the class dependencies in Object oriented design.

PART – C

ANSWER ANY THREE QUESTIONS **(3*10 =30)**

16. Enumerate the basic control structures in C++.
17. Illustrate the concept of Friend Function with example.
18. Explain different types of Inheritance.
19. Explain the concept of Exception Handling Mechanism..
20. Procedure –Oriented development tools- Brief it. .