## **GUJARAT TECHNOLOGICAL UNIVERSITY** MCA - SEMESTER-II • EXAMINATION – WINTER 2013

Subject Code: 620003Date: 26-12-2013Subject Name: Object Oriented Concepts & Programming (OOCP)Time: 10:30 am to 01:00 pmInstructions:1. Attempt all questions.2. Make suitable assumptions wherever necessary.3. Figures to the right indicate full marks.			
Q.1	(a)	Define following terms. (1) this pointer (2) Operator overloading (3) Constant pointer (4) Pointer to constant (5) Containership (6) Template (7) Access specifier	07
Q.2	(b) (a) (b)	What is OOP? Explain various concepts of OOP supported by C++. Explain all the cases of friend function with example programs. Explain the concept of 'static' in terms of data member and member function. OR	07 07 07
	<b>(b)</b>	Explain various types of constructors available in C++, also give example program.	07
Q.3	(a) (b) (c)	Explain member dereferencing operators. Explain various access modifiers. What is inline function? Discuss the situations where compiler does not allow a function to be inline. Differentiate it with macros.	03 04 07
Q.3	(a) (b)	<b>OR</b> Define constructor and destructor. Differentiate between both. Write the properties of constructor and destructor. Explain the concept of Call by value & call by reference with suitable example.	07 07
Q.4	(a) (b) (c)	Explain function with default argument with suitable example. Explain memory management operators with example.# Discuss 'virtual function' and 'pure virtual function' with example. <b>OR</b>	03 04 07
Q.4	(a) (b) (c)	Overload ++ and for stack class so that ++ provides push operation and provides pop operation. Explain virtual base class with example. Differentiate between static polymorphism and dynamic polymorphism.	07 05 02
Q.5	(a) (b) (c)	State and explain various file opening modes. Differentiate between writing text file and writing binary file. Explain function template and class template with suitable example. OR	04 03 07
Q.5	(a) (b)	What is an exception? List and explain components of exception handling mechanism. Explain following terms. (1) static_cast (2) const_cast (3) reinterprete_cast (4) dynamic_cast	07 07

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