

Enrollment No..

20

Faculty of Engineering

Mid Sem I Examination September - 2022

CS3CO30 Object Oriented Programming

Programme: B.Tech.

Branch/Specialisation: CSE

Dur	ation	n: 2 Hrs. Maximu	m Marks: 40
Q.1	i.	Which is not a feature of OOP in general definitions?	1
		a) Efficient Code	
		b) Code reusability	
		c) Modularity	
	1	d) Duplicate/Redundant data	
	ii.	Which feature of OOP indicates code reusability?	
		a) Abstraction	
		b) Polymorphism	
		c) Encapsulation	
	1	d) Inheritance	
	iii.	Which header file is required in C++ to use OOP?	1
		a) OOP can be used without using any header file	
		b) stdlib.h	
		c) iostream.h	
		d) stdio.h	
	iv.	The feature by which one object can interact with another object is	1
		a) Message reading	
	L	b) Message Passing	
		c) Data transfer	
		d) Data Binding	
	٧.	How many types of access specifiers are provided in OOP (C++)?	1
		a) 4	
	. L	0) 3	
	4	d) 1	
	vi	d) I What is encapsulation in OOP?	
	. VI.	a) It is a way of combining various data members and member	
	, ,	functions that operate on those data members into a single unit	
		b) It is a way of combining various data members and member	
		functions into a single unit which can operate on any data	

	c) It is a way of combining various data members into a single unit d) It is a way of combining various member functions into a single unit vii. In which access should a constructor be defined, so that object of the class can be created in any function?	1
	a) Any access specifier will work	
	b)Private	
	Le)Public	
	d) Protected	
	viii Which among the following represents correct constructor?	1
	a) -classname()	
	b) classname()	
	c) ()classname	
	d) ~classname()	
	ix. Which operator can be used to free the memory allocated for an object	1
	in C++?	
	a) Unallocate	
	b) Free()	
	- c) Collect	
	d) delete	
	x. Encapsulation and abstraction differ as	1
	a) Hiding and hiding respectively	
	b) Binding and Hiding respectively	
	c) Hiding and Binding respectively	
	d) Can be used any way	
Q.2	i. Define object and class.	2
	ii. List applications of OOP languages.	3
	iii. Explain the features of Object oriented programming.	5
OR	iv. What is need of class? Explain how class is created? Write an example of class.	5
Q.3	i. Define Meta Class.	,
	ii. Explain how constructors differ with member other functions?	2
OR	iii. Explain object instantiation with the help of example.	8
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Q.4	i. What do you mean by a dynamic object?	3
	ii. Differentiate between OOP and POP.	7
OR	iii. Differentiate local and global objects with the help of program	-