



- (b) What is operator overloading ? Write rules for operator overloading. Give example. 7
- 3** Do as directed : 14
- (a) Explain about exception. Can we improve our S/W quality using exception handling ? Justify your answer. 7
- (b) How polymorphism is achieved at runtime and compile-time ? Give example of runtime polymorphism. 7
- OR**
- (b) Explain basic to class and class to basic type conversion. 7
- 4** Do as directed : 14
- (a) Differentiate Between overloading and overriding. Explain the concept of overriding with example. 7
- (b) What is inheritance ? Explain multiple and multilevel inheritance. 7
- OR**
- 4** Do as directed : 14
- (a) What is friend function explain it with example. 7
- (b) What is constructor ? Explain copy constructor and parameterized constructor. 7
- 5** Answer any **two** : 14
- (a) Write down the syntax for user defined manipulators. Design a single manipulator to provide the following output specification to print float values in following format :
- (i) 12 column width
  - (ii) 4 digit precision
  - (iii) left justified
  - (iv) Filling unused spaces with '\_'
- (b) Create a class with at least two data members and overload << and >> operator.
- (c) Write a menu driven program to
- Create class Employee containing member variables like eno, name, and salary
  - Save data into file
  - Retrieve data from file
  - Give increment to employee (Overload + operator)