



RAN - 1903000203020081

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S. Y. B. Sc. Computer Science (Sem. - III) Examination

March - 2023

Paper - 301 : Object Oriented Programming : C++ (Paper - III)

સૂચના : / Instructions

(1)

નીચે દર્શાવેલ નિશાનીવાળી વિગતો ઉત્તરવહી પર અવશ્ય લખવી.
Fill up strictly the details of signs on your answer book

Name of the Examination:

S. Y. B. Sc. Computer Science (Sem. - III)

Name of the Subject :

Paper - 301 : Object Oriented Programming : C++ (Paper - III)

Subject Code No.: **1903000203020081**

Seat No.:

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Student's Signature

(2) All questions are compulsory.

***O.M.R. Sheet ભરવા અંગેની અગત્યની સૂચનાઓ આપેલ
O.M.R. Sheetની પાછળ છાપેલ છે.***

***Important instructions to fillup O.M.R. Sheet
are given on back side of the provided O.M.R. Sheet.***

- Q. 9.** Which of the following is used for implementing the late binding?
 A. Operator Functions B. Constant Functions
 C. Virtual Functions D. Both A and B
- Q. 10.** Which among following is correct syntax of closing a file in C++ ?
 A. myfile.close(); B. myfile@close();
 C. myfile:close(); D. myfile::close();
- Q. 11.** Which of the following is wrong syntax to add the header file in the C++ program?
 A. #include<iostream.h> B. #include "iostream.h"
 C. <include> "userdefined.h" D. None of these
- Q. 12.** Which of the following syntax is correct to create a multiline comment in the C++ program?
 A. //Comment B. /Comment/
 C. /* Comment */ D. None of the above
- Q. 13.** Which of the following statements is correct about the class?
 A. An object is an instance of its class
 B. A class is an instance of its object
 C. Both A and B
 D. None of the Above
- Q. 14.** Which of the following is the address operator?
 A. @ B. #
 C. & D. %
- Q. 15.** Which one of the following statements is correct about the decrement operator?
 A. Decrement operator usually adds 2 to its operand
 B. Decrement operator add 1 to its operand
 C. Decrement operator usually subtracts 1 from its operand
 D. Decrement operator subtracts 2 from its operand
- Q. 16.** In CPP, cin and cout are the predefined stream _____.
 A. Operator B. Functions
 C. Data Types D. Objects
- Q. 17.** Classes in CPP are _____.
 A. Derived data types B. Fundamental data types
 C. User defines data types D. None of these

- Q. 27.** What does inheritance allows you to do?
A. Remove a class B. Create a hierarchy of classes
C. Access methods D. None of the mentioned
- Q. 28.** A class can inherit attribute of two or more classes is known as _____ inheritance.
A. Multi level B. Single level
C. Hierarchical D. Multiple
- Q. 29.** What is the syntax of inheritance of class?
A. class existing_classname : access_mode new_classname
B. class existing_classname :: new_classname
C. class new_classname : access_mode existing_classname
D. None of the mentioned
- Q. 30.** During a class inheritance in CPP, if the visibility mode or mode of derivation is not provided, then by default visibility mode is _____.
A. Public B. Protected
C. Private D. Friend
- Q. 31.** Among the following, which shows the Multilevel inheritances?
A. X,Y->Z B. X->Y->Z
C. X->Y;X->Z D. None of the above
- Q. 32.** Which kind of data cannot accessible from the child class?
A. Public B. Protected
C. Private D. Both A and C
- Q. 33.** Which of the following is not a type of inheritance?
A. Multiple B. Dynamic
C. Multilevel D. Hierarchical
- Q. 34.** Assigning one or more function body to the same function name is called _____.
A. Function Overriding B. Function Overloading
C. Both a and b D. None of the above
- Q. 35.** While overloading unary operators using friend function, it requires _____ argument.
A. Zero B. One
C. Two D. Three

- Q. 45.** How structures and classes in C++ differ?
- A. In Structures, members are private by default whereas, in Classes, they are public by default
 - B. In Structures, members are public by default whereas, in Classes, they are private by default
 - C. Structures by default hide every member whereas classes do not
 - D. None of the above
- Q. 46.** What does polymorphism in OOPs mean?
- A. Concept of hiding data
 - B. Concept of keeping things in different modules/files
 - C. Concept of allowing overriding of functions
 - D. Concept of wrapping things into a single unit
- Q. 47.** Which concept allows you to reuse the written code?
- A. Abstraction
 - B. Inheritance
 - C. Encapsulation
 - D. Polymorphism
- Q. 48.** Which of the following perfectly explains Polymorphism?
- A. `int func(int, int); float func1(float, float);`
 - B. `int func(int); int func(int);`
 - C. `int func(); int new_func();`
 - D. `int func(float); float func(int, int, char);`
- Q. 49.** Which of the following can be used to create an abstract class in the C++ programming language?
- A. By declaring a virtual function in the base class
 - B. By declaring the virtual keyword afterward, the class Declaration
 - C. By using the pure virtual function in the class
 - D. None of the above
- Q. 50.** How access specifiers in Class helps in Abstraction?
- A. They does not helps in any way
 - B. They help in keeping things together
 - C. Abstraction concept is not used in classes
 - D. They allows us to show only required things to outer world
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SPACE FOR ROUGH WORK