

**QUESTION BANK**  
**Unit Test-II**

Program : - Computer Engineering Group

Program Code:- CO/CM

Course Title: - Object Oriented Programming Using 'C++'

Semester: - Third

Course Abbr & Code:-OOP (22316)

Scheme:I

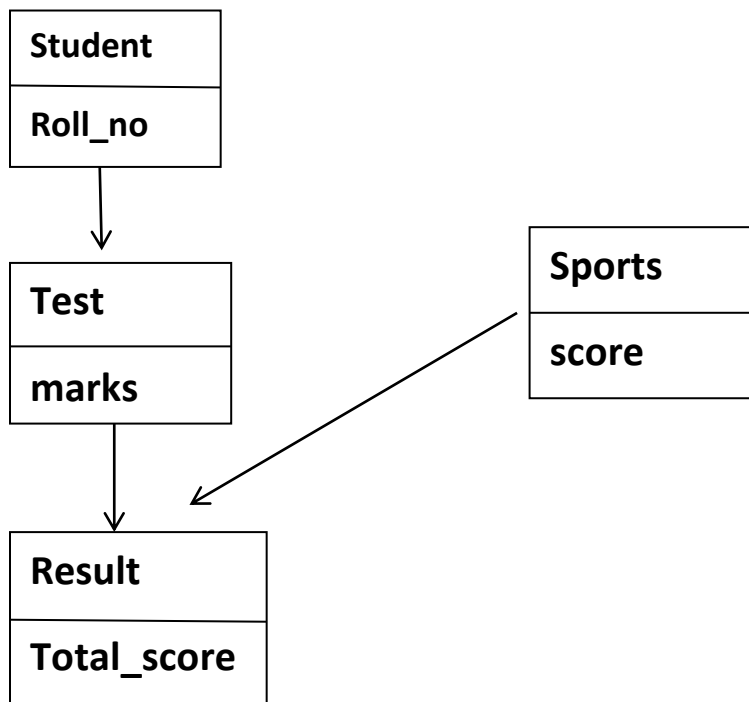
**Chapter –Extending classes using Inheritance(CO3)**

**2 marks:-**

- 1) What is abstract base class?
- 2) State different visibility modes in inheritance?

**4 marks:-**

- 3) Draw and explain multiple inheritance with suitable example.
- 4) Draw and explain hierarchical Inheritance with suitable example.
- 5) Write a program to implement inheritance as shown in Fig.2 Assume suitable member function.



## **Chapter—Pointers and Polymorphism in C++.(CO4)**

### **2 marks:-**

- 1) What is polymorphism? List its types.
- 2) Explain pointer operator and address operator with example.
- 3) Write syntax to create a pointer for object.
- 4) What is pure virtual function?
- 5) How pointer is assigned to object? Explain with simple example.
- 6) What is pointer ? Give any example.
- 7) Enlist any four operators which cannot be overloaded?

### **4 marks:-**

- 1) Differentiate between compile time polymorphism and runtime polymorphism.
- 2) What is “this” pointer concept? Explain the concept of pointer to object.
- 3) What is pointer to array? Explain with example.
- 4) Write down rules used for operator overloading.
- 5) Write a program to declare a class birthday having data members day, month, year. Accept this information for five objects using pointer to the array of objects.
- 6) Write a program using function overloading to swap two integer numbers and two float numbers.
- 7) write a program to overload “+” operator so that it will perform concatenation of two strings.
- 8) Write a program to overload “-” operator to negate value of variable.
- 9) Write a program to copy the contents of one string to another string using pointer to string.

## **Chapter—File Operations.(CO5)**

### **2 marks:-**

- 1) List file handling operations.
- 2) List the manipulators.

### **4 marks:-**

- 3) Explain with example file handling classes.
- 4) Explain file modes with example.