RAJALAKSHMI ENGINEERING COLLEGE

DEPARTMENT OF ELECTRICAL AND ELECTRONICS ENGINEERING

QUESTION BANK

CLASS: III year EEE A & B

SUBJECT: CS2311 OBJECT ORIENTED PROGRAMMING

UNIT-I

PART A

1.Write the difference between oop and pop

2.What are the benefits of oop?

3.What are the various applications of oop?

4.What is a Datatype?

5.Define typecast operator

6.What do u meant by inline functions?

7.Write a simple c++ pgm to swap two nos without using temp variables

8.What is the difference between return by reference and call by reference?

9.What is function prototyping?

10.What do you meant by reference variable?

**PART-B**

1.Illustrate the function overloading concept with a C++ program to find the volume of cube and cylinder

2.Explain the basic concepts of oops with suitable Examples

3.Write a C++ program to construct student mark list for three subjects.

Write the pgm to display name,rollno,marks,avg and total.Use clss and objects.

4.Explain the control structures in C++

5.Define Call by reference and Return by reference.

UNIT-2

PART-A

1.What is general form of class declaration?

2.What are the two ways of defining a method?

3.Define static data members and static member functions.

4.What is a Friend function?

5.What is constructor and destructor?What are the types of constructor?

6.Why there is a need to have private member functions?

7.Define about arrays within a class

8.What is the need of scope resolution operator?

PART-B

1.Explain the Friend function concept with an example program.

2.What is Dynamic Initialisation of objects?Give a program to illustrate your answer.

3.Explain the constructor concept with its types with example programs.

4.Explain the concept of objects as functional arguments.

5.Write a C++ program to manage a bank account using classes and objects.

UNIT-3

PART-A

1.What is operator overloading?

2.State the rules of operator overloading.

3.Define Inheritance and its types

4.What is this pointer?

5.Define abstract class

6.Explain the different visibility or access modifiers?

7.Define polymorphism.

8.What is Virtual function?

9.What are the operators that cannot be overloaded?  
10.What is the difference between virtual functions and virtual classes?

PART-B

1.Explain virtual function concept with a program to find the distance between two objects.

2.Explain the Inheritance types with example programs for last three types.

3.What do u meant by operator overloading?what are its types?Explain the types with eg programs.

4.Expalin single and multiple Inheritance with an example of your own.

5.Describe manipulation of strings with overloading the following operators:<<,>>,+,-

UNIT-4

PART-A

1.How java differs from C++?

2.What are command Line arguments?

3.Define Java virtual machine concept.

4.What are the different Java tokens and statements?

5.What is a Final Class?

6.Illustrate the syntax of array in Java.

7.Write a simple Java program

8.What are the input and output statements in Java?

9.Expalin vectors in java

10.What is method overriding

PART-B

1.Explain Method overriding in Java with an eg.

2.Construct the pictorial representation of Java Virtual Machine.

3.Write a program in java using constructor concept.

4.What are the different statements and its use in java?

5.Illustrate Inheritance in Java with suitable program.

6.Give a explanatory answer to define the difference between Java and C++,Characteristics of Java and the concepts in java

UNIT-5

PART-A

1.What is an Interface and how will you extend it?

2.Define package concept

3.What are the different errors

4.What is the difference between error and exception?

5.What is a thread?What are the different state sin its life cycle?

6.What is Multithreading?

7.Define Applet

8.Write an applet program to design a web page?

9.What is Thread priority?

10.What are the different types of Thread?  
11.How will you run the applet?

12.What is the difference between application and applet program?

PART-B

1.Explain the Life cycle of Thread with an eg

2.Describe package concept to perform arithmetic operations.Explain

how to use it?

3.Explain the different states in Life cycle of applet?

4.Define Interfaces?Explain the extension of interfaces,implementation and accessing it.

5.What are the Different Exceptions caught,Explain the types with eg program.

6.Explain try, catch and finally statements with eg.