

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
QUESTION BANK

CS6301-Programming and Data structure –II

II Year –III Semester

UNIT-I

OBJECT ORIENTED PROGRAMMING FUNDAMENTALS

PART-A

1. Define object oriented programming
2. Define Object.
3. Define Class.
4. Define Encapsulation.
5. Define Data Hiding.
6. Define Data Abstraction.
7. Define Data Members.
8. Define Constructor.
9. List the Types of Constructor.
10. Define Static Member.
11. List the storage class in C++.
12. List out the operators used in pointer concepts.
13. Define Pointer Variable.
14. What is the use of Scope resolution operator.
15. What is call by reference and address
16. State the Advantages of Default Argument.
17. Define Constant members.
18. Define Copy Constructor.
19. Difference between Copy Constructor and Assignment Constructor.
20. Define this pointer.

PART-B

1. Explain the basic features of Object oriented programming in C++.(16)
2. Difference between Struct and Class in also illustrate with Example.(8)
3. Explain briefly about Constructor and it types with suitable Example.(16)
4. Explain about Storage Classes in C++ with Examples(16).
5. Explain about static members with suitable example.(8).
6. Explain the following (8)
 - i)Pointer object.
 - ii)this pointer.
- 7.Explain about call by reference and return by reference with C++ Programs(16)
- 8.Write a C++ program to get and display employee details using class and object.(16)
- 9.Write a C++ program to get and display student details using static members.(16)
- 10.Write a C++ program to use destructor and constructor in C++.(10)