XEV (H-3) - BCA (6)

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## 2017

Full Marks: 100

Time: 3 hours

The questions are of equal value

Answer five questions including Question 1 which is compulsory

- 1. Choose the correct answers of the following:
  - (a) The packing of data and functions into a single components is known as
    - (i) abstraction
    - (ii) encapsulation
    - (iii) overloading
    - (iv) None of these
  - (b) C++ language was invented by
    - (i) Bjarne Stroustrup
    - (ii) Dennis Ritchie
    - (iii) Ken Thompson
    - (iv) Charles Babbage
  - (c) Java compiler translates source code into
    - (i) machine code

- (ii) source code
- (iii) bit code
- (iv) byte code
- (d) Java does not support
  - (i) multiple inheritance
  - (ii) simple inheritance
  - (iii) multilevel inheritance
  - (iv) None of these
- (e) The size of int data type in C++ is
  - (i) 2 bytes
  - (ii) 8 bytes
  - (iii) 0 byte
  - (iv) None of these
- (f) The output of the following loop is for (i = 5, i <= 10; i + +); cout << 1;
  - (i) 10
  - (ii) ·5
  - (iii) 1
  - (iv) None of these
- (g) Constructors and destructors are automatically invoked by
  - (i) compiler-
  - (ii) operating system

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(Turn Over)

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- (iii) object
- (iv) main() function
- (h) Which one of the following is correct declaration statement in Java program?
  - int num = new int[5][2]
  - int num = new num [5][2]

  - (iv) None of these
- Theoretically which one is the finite loop?
  - while
  - fii)
  - (iii) do....while
  - (iv) None of these
- The size of Unicode format is
  - 7 bits
  - 8 bits (ii)
  - 16 bits
  - None of these
- 2. What do you mean by OOPs? Discuss the various features of OOPs.
- 3. Explain why do we need to use constructors? What are the advantages? Explain a copy constructor with example.

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- 4. Write a C++ program to show that the declaration of a class 'rectangle', which derives from the class 'square' which in turn derives from the class 'shape'.
- 5 Define inheritance. Describe various types of inheritance with examples.
- 6. What is overloading? Explain different types of overloading with examples.
- What is package? How do you create a package? Give an example.
  - 8. Write a Java program to find the preacest number among given n data.
  - 9. What is applet? Write an applet program to pass the parameter(s).
- 10. Write short notes on any three of the following:
  - (a) Stream class
  - (b) Artificial intelligence
  - (c) Thread
  - (d) Interface
  - (e) Wrapper class.