

4008-06

Total Pages : 8

Degree (Part-III) Examination, 2023

(Vocational)

COMPUTER APPLICATION

[PPU-D-III (H)-BCA-6]

**[Object Oriented Programming
(C++ and Java) and Advance Topics
in Computers]**

Time : Three Hours]

[Maximum Marks : 100

Note : Candidates are required to give their answers in their own words as far as practicable. The questions are of equal value. Answer any five questions. Question No. 1 is compulsory.

Note : Choose the correct answer of the following :

1. (i) C++ provides inline functions to reduce function call overhead mainly for :

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(1)

[P.T.O.]

- (a) Large functions
 - ~~(b)~~ Small functions
 - (c) Member function
 - (d) None of the above
- (ii) Constructor and destructor are automatically invoked by :
- (a) Compiler
 - (b) Operating system
 - ~~(c)~~ Object
 - (d) None of the above
- (iii) Which one of the following operators cannot be overloaded ?
- (a) ++
 - (b) &
 - ~~(c)~~ ?:
 - (d) None of the above

(iv) Dynamic binding is done using the ___ keyword.

(a) inline

(b) virtual

(c) static

(d) none of the above

(v) Which one is the valid statement?

(a) `int [] x = new int(6)`

(b) `int [] x = new int [6]`

(c) `int x[] = new x[6]`

(d) none of the above

(vi) Exception created by try block is caught in which block?

(a) Final

(b) Throw

~~(c)~~ Catch

(d) None of the above

(vii) Which class in java is used to take input from user?

(a) Buffer

(b) Input

(c) Inputbuf

~~(d)~~ Scanner

(viii) Which of the following can be declared as final in Java?

(a) Class

(b) Method

(c) Variable

~~(d)~~ All of the above

(ix) This keyword in java is:

(a) used to hold the reference of the current object

(b) holds object value

(c) used to create new instance

(d) all of the above

(x) The father of AI is :

(a) Charles Babbage

(b) Alan Turing

(c) John McCarthy

(d) None of the above

2. (a) Discuss the main features of Object-Oriented Programming (OOPs).

(b) Define the Reference Variable and its features in C++.

- 3/ (a) What is Constructor? Write some features of constructor.
- (b) What is Destructor? Also define features of destructor.
4. 3/ (a) What is Inheritance in Java? Also explain the types of inheritance.
- 10/ (b) What is thread in Java? How do we create a thread in java?
5. (a) How do we create a java applet? Discuss its life cycle.
- (b) Differentiate between overloading and overriding in Java.
6. (a) Write a program in java to enter a number by user and print the reverse of that number.
- (b) Write a program in C++ to enter a number and check whether the number is armstrong or not.
(Using class and object)

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7. (a) Explain the new and delete keyword in C++.
 - (b) Discuss the ios class hierarchy in C++.
 8. (a) Define the features of AI.
 - (b) Discuss the characteristics of ATM.
 9. (a) Discuss the virtual function in C++ with suitable example.
 - (b) Explain the primitive data types in java.
 10. (a) Describe the two methods of opening a file in C++.
 - (b) Discuss the template class in C++ with suitable example.

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