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10EC665

Sixth Semester B.E. Degree Examination, June/July 2018
Programming in C++

Time: 3 hrs.

Max. Marks:100

Note: Answer FIVE full questions, selecting atleast TWO questions from each part.

PART – A

- 1 a. What are preprocessor directives? Describe any two preprocessor directives with their syntax. (06 Marks)
- b. Briefly explain the standard input and output operations of C++ using iostream library. (06 Marks)
- c. Explain how dynamic memory is allocated and de-allocated to a single data and array data of specific type with examples. (08 Marks)
- 2 a. Explain enumerated data type with examples. (04 Marks)
- b. Explain the meaning of the following statements of C++
i) 1E – 3F ii) L'x' iii) 2038UL iv) int *P[5]; (08 Marks)
- c. Correct the errors if any in the following statements of C++. Justify your answer :
i) const int ci;
ii) int *pi = 10;
iii) int a[3] = {0, -1, 2, 3};
iv) const char sub[3] = "C++"; (08 Marks)
- 3 a. List all relational, logical and bitwise operators of C++ along with their precedence and associativity. (08 Marks)
- b. Write a C++ programs to find minimum of 3 integer values using :
i) if-structure ii) conditional operator. (06 Marks)
- c. Write a C++ program to find whether the given number is prime or not. (06 Marks)
- 4 a. What is function prototype? Explain how default argument function works with an example. (06 Marks)
- b. Describe three different ways of argument passing techniques to a function using overloaded swap() functions in a C++ program. (08 Marks)
- c. Define Recursion. Write a C++ recursive function to find greatest common divisor (gcd) of two numbers. (06 Marks)

PART – B

- 5 a. What is inline function? Write a C++ inline function to find cube of a number. (04 Marks)
- b. What is an exception? Explain how a try and catch blocks are used to handle possible exceptions in a C++ program. (08 Marks)
- c. Write a C++ program to illustrate the process of catching all uncaught exceptions thrown in a try-block. (08 Marks)
- 6 a. With a simple C++ program using a class, explain the terms : private, public, friend and class objects. (10 Marks)
- b. Define a stack class. Each object of this class represents stack of integers. Include constructor, destructor, push, pop and display member functions. (10 Marks)

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Important Note : 1. On completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages.
2. Any revealing of identification, appeal to evaluator and /or equations written eg. 42+8 = 50, will be treated as malpractice.

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- 7 a. What is operator overloading? Describe the syntax of operator functions for unary and binary operator with examples. (10 Marks)
- b. Define a complex class. Each object of this class represents a complex number storing real and imaginary values as double type. Include a constructor, destructor and display functions. Use overloaded '+' operator to add two complex numbers. (10 Marks)
- 8 a. What is inheritance? Describe the syntax of multiple inheritance with suitable C++ program. (10 Marks)
- b. Mention different forms of inheritance. Explain public, private and protected inheritance and their effect on the visibility of data members. (10 Marks)

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