

Roll No.

[2]

Unit—IV

D–3675

B. Sc. (Part II) EXAMINATION, 2020

INFORMATION TECHNOLOGY

Paper Second

Time : Three Hours] [Maximum Marks : 50

Note : Attempt any *two* parts from each Uhit. All questions carry equal marks.

Unit—I

1. (a) Explain object oriented approach of advantages of OOPs.
- (b) Explain object and classes with example.
- (c) Explain polymorphism with example.

Unit—II

2. (a) Explain function definition and passing arguments to function.
- (b) Explain function overloading with example.
- (c) Explain default arguments of in-line functions.

Unit—III

3. (a) Explain class constructor and class destructor and copy constructor.
- (b) Explain the concept of friend function and friend class.
- (c) Explain the types of inheritance and operator overloading.

4. (a) Explain pointer and string with example.
- (b) Explain this pointer and operators & and *.
- (c) Explain virtual member function and pure virtual function.

Unit—V

5. (a) Explain C++ manipulators and stream class.
- (b) Explain I/O with multiple objects.
- (c) Explain string I/O and char I/O.

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