NOTE: 1. All questions are compulsory.
2. Figures to the right indicate full marks.

Q.1. a. What is object oriented programming? How it is different from procedure oriented programming ? (8)

b. What are the rules for overloading on operator ? (7)

(Or)

b. Write a program to implement the concept of a function template. (7)

Q.2. a. Write a short note on - i. Data abstraction and encapsulation. (8)
ii. Classes.

b. What do you mean by function overloading? Explain with proper example. (7)

(OR)

b. What is a constructor? What are the special characteristics of constructor function ? (7)

Q.3. a. What is inheritance ? Explain different forms of inheritance. (8)

b. Write a program to overload an unary '+' operator. (7)

(OR)

b. What are the applications of ' this ' pointer ? Give suitable example. (7)

Q.4. a. What is an exception ? How is an exception handled in C++ ? (8)

b. What is Input and Output streams ? (7)

(OR)

b. What is generic programming ? How it is implemented in C++ ? (7)

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