





## SECTION - 'B'

II. Answer any **Five** questions

(5 × 5 = 25)

- 16) Discuss the applications of OOPS.
- 17) What is constructor? Explain default constructor.
- 18) Write a C++ program to illustrate class definition.
- 19) What is operator overloading? Explain the syntax used to overload an operator.
- 20) Explain briefly the concept of function overloading.
- 21) List out the steps involved in object-oriented design. Explain any two.
- 22) Give the salient features of destructor.

## SECTION - 'C'

III. Answer any **Four** questions

(4 × 10 = 40)

- 23) Explain the various features of object-oriented programming. Give a suitable example for each.
- 24) What is a member function? How member functions are defined inside and outside the class.
- 25) Define function overloading. Write a C++ program to overload the function `max ( )` and find the maximum of two ints, two floating numbers and two doubles.
- 26) Explain in detail the mechanism of 'exception handling'.
- 27) What is template? Write a C++ program to swap two numbers using function template.
- 28) Explain in detail the notations and graphs of object-oriented.

