

PART - A

(Compulsory Question)

- 1 Answer the following: (10 X 02 = 20 Marks)
- What is scope resolution operator? Write a small program for that.
 - What is friend function? What are the restrictions that apply to friend function?
 - What is overloading and operator overloading?
 - What is inheritance? Define base class and derived class.
 - What is pure virtual function? Write its general form.
 - What is generic function? Explain generic form of generic function.
 - Define physical and logical files.
 - Define magnetic tape. What is its use?
 - Write short note on record access.
 - Define buffer. What is its use?

PART - B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT - I

- 2 (a) What is an object? Explain OOP traits.
(b) What is this pointer? Explain with an example program.

OR

- 3 (a) Define reference. How many ways that references used? Explain any two.
(b) Explain static class members with an example.

UNIT - II

- 4 (a) Why we want to overload a constructor? Explain with an example program.
(b) How member operator function is created? Explain.

OR

- 5 (a) Explain copy constructor with an example.
(b) Define inheritance. Explain protected members in detail.

UNIT - III

- 6 (a) Explain generic functions. Explain briefly explicitly overloading a generic function.
(b) Explain: (i) Generic sort. (ii) Compacting an array.

OR

- 7 (a) Explain how searching is performed using binary search trees.
(b) Explain pure virtual functions with example.

UNIT - IV

- 8 (a) Define a disk. Explain in detail.
(b) Define tape. Explain concept of disk Vs tape.

OR

- 9 (a) What is a file? Explain different operations performed on files.
(b) Define buffer. Explain buffer management.

UNIT - V

- 10 (a) Explain concept of record access.
(b) Write short note on reclaiming space in files.

OR

- 11 (a) Explain briefly data compression concept.
(b) Explain concept of using classes to manipulate buffers.
