Seat	
No.	

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Maximum Marks: 50

S.E. (Comp.) (II Sem.) EXAMINATION, 2017 OBJECT ORIENTED AND MULTICORE PROGRAMMING (2012 **PATTERN**)

Time: Two Hours **N.B.** :— (i) Answer Q. No. 1 or Q. No. 2, Q. No. 3 or Q. No. 4

> (ii)Neat diagrams must be drawn wherever necessary.

or Q. No. 5 or Q. No. 6, Q. No. 7 or Q. No. 8.

- (iii)Figures to the right indicate full marks.
- (iv)Assume suitable data, if necessary.
- 1. Define the terms: (a)

[8]

- (i) Member Access Control
- (ii) RTTI
- (iii) Constructor and Destructor
- (iv) Static member function.
- Explain the virtual base class with suitable example. (b) $\lceil 4 \rceil$

Or

2. (a) Explain the following terms: [9]

- (i) Generic programming
- (ii) New and delete keyword
- (iii) Pure virtual function.
- Explain the concept of copy constructor in detail. (b) [3]

P.T.O.

3.	(<i>a</i>)	What is a scope resolution operator ? Explain with suitable			
		example. [4]			
	(<i>b</i>)	Explain the free store operators and memory management			
		operators. [4]			
	(c)	What do you mean by dynamic initialization of variables? Explain			
		with example. [4]			
Or					
4.	(a)	Explain with suitable example, call by value and call by			
		reference. [8]			
	(<i>b</i>)	How to handle multiple exceptions occurred in a			
		program ? [4]			
5.	(a)	Explain difference between function overloading and function			
		template. [6]			
	(<i>b</i>)	Explain STL in detail with its components. [6]			
		Or			
6.	(a)	Explain try-catch-throw-rethrow in detail with example. [6]			
	(<i>b</i>)	Distinguish between error and exception [3]			
	(c)	Explain any two unformatted I/O functions. [3]			
7.	(a)	Explain threads in terms of creating, compiling and			
		linking. [6]			

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	<i>(b)</i>	Explain concept of setting thread and scheduling a	and
		priorities.	[4]
	(c)	What are thread interface classes? Give example.	[4]
		Or	
8.	(<i>a</i>)	Explain with suitable diagram, decomposition of tasks	in
		multiprocessing environment.	[8]
	(<i>b</i>)	Explain sequential and concurrency models.	[3]
	(c)	Explain message queue and semaphore.	[3]

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