

26/11/16 Morning
Saturday

This question paper contains 8+3 printed pages]

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S. No. of Question Paper : 1773

Unique Paper Code : 32341101

GC-3

Name of the Paper : C1-Programming Fundamentals using C++

Name of the Course : B.Sc. (H) Computer Science (CBCS)

Semester : I

Duration : 3 Hours

Maximum Marks : 75

(Write your Roll No. on the top immediately on receipt of this question paper.)

The question paper consists of two Sections.

Section A is compulsory.

Attempt any four questions from Section B.

Section A

(Compulsory)

1. (a) What are the different ways to code constants in a C++ program ? Give examples. 3

(b) Given the following declarations : 2

```
int m = 1, n = 2, i = 1, j = 5;
```

Evaluate the values of the expression, and state the values of each of the variables after the expression is evaluated.

```
i--&&(4 * ++m <=n)
```

P.T.O.

(c) Give the output of the following code fragments :

(i) int n = 5;

if (n = 0)

cout <<"n is zero"<<"\n";

else

cout <<"n is not zero" <<".\n";

cout <<"The square of n is" <<n * n <<"\n";

(ii) int n, k = 5;

n = (100% k ? k + 1 : k - 1);

cout <<"n ="<<n<<" k = " << k<< endl;

(iii) int list[] = {2, 4, -5, 6, 7, 0, -1, 6};

bool pos = true;

int i = 0;

while (pos && list[i]!=0)

pos = (list[i++]>0);

cout<<"The final output is:"<<pos<<"for i ="<<i;

2

2

3

(vi) string str1 ("Brick house");

3

```
string str2 ("Mud house");
```

```
string str3("concrete");
```

```
if(str1.compare(6, 5, str2) == 0)
```

```
    cout<<str1<<"is same as"<< str2<<"\n";
```

```
else
```

```
    cout<<str1<<"is not same as"<< str2<<"\n";
```

```
string newstr=str1.substr(0,5);
```

```
newstr.append(str2);
```

```
cout<<"New string."<<newstr<<"\n";
```

```
newstr.replace(5,3,str3);
```

```
cout<<"Now New string."<<newstr<<"\n";
```

(vii) # include<iostream.h>

4

```
class base
```

```
{
```

```
    int no1;
```

```
public:
```

```
    int no2;
```

```
    base()
```

```
{cout<<Base Constructor\n";}
```

```
    void getdata();
```

```
    int getno1();
```

```
    void showno1();
```

```
};
```

(iv) `int i1 = -254;`

2

`float f1=53.6456;`

`int i2=8;`

`cout <<<<"i1"<<setw(7)<<i1<<"i2"<<setw(4)<<i2;`

`cout.setf(ios::fixed, ios::floatfield);`

`cout <<setprecision(2);`

`cout <<"f1"<<f1;`

`cout.setf(ios::oct, ios::basefield);`

`cout <<"octal of i2"<<i2;`

(v) `string x="FROM:abcd@rmail.com";`

2

`int colonPos=x.find(':');`

`string prefix=x.substr(0,colonPos);`

`string suffix = x.substr(colonPos+1);`

`cout<<"-This message is from"<<suffix<<endl;`

```
void derived :: display()
{
    cout<<"Number 1 ="<<getno1()<<"\n";
    cout<<"Number2 ="<<no2<<"\n";
    cout<<"Sum"<<no3<<"\n";
}

main()
{
    derived d;
    d.getdata( );
    d.add( );
    d.showno1( );
    d.display( );
    d.b = 100;
    d.add( );
    d.display ( );
    return 0;
}
```

```
Class derived : public Base
{
int no3;
public:
derived()
{cout<<"Derived Constructor\n";}
void add();
void display();
};
void base :: getdata()
{
no1 = 10;
no2 = 20;
}
int base :: getno1()
{
return no1;
}
void base :: showno1()
{
cout<<"Number 1 ="<<no1<<"\n";
}
void derived :: add()
{
no3 = no2 + getno1();
}
```

- (e) Write a function that replaces all vowels in a character array with asterisk (*). 4
- (f) What is exception specification ? 2
- (g) Name the *four* standard streams in C++. 2

Section B

2. (a) Rewrite the following for statement as an equivalent while statement : 3

```
for(i=0;i<max_length; i++)
```

```
    if(input_line[i]=='?')
```

```
        quest_count++;
```

- (b) Write C++ declarations for the following : 1+2

(i) A pointer to an array of 10 integers.

(ii) A function accepting an array of integers and a character parameter and returning a pointer to an integer.

- (c) Write a C++ function that takes in one integer parameter and returns 0 if the number is a palindrome and 1 otherwise. The parameter must be passed by reference. 4

3. (a) What are inline functions ? How are they declared ? 3

(b) What are static members of a class ? How are they accessed ? Explain with example. 3

- (c) Write a function that swaps two integers using pointers. 4

(d) Point out the errors in the following code fragment : 2+2

(i) `intf(int *aa, int &bb)`

```
{  
  
    &bb = 8;  
  
    aa[1] = bb[2];  
  
    aa[0] = bb;  
  
}
```

(ii) `class try`

```
{int k;
```

```
public:
```

```
    void try(int 1)
```

```
    {k=1;}
```

```
    friend void func(try &t);
```

```
};
```

```
void func(try &t)
```

```
{cout<<t.k;}
```

```
int main()
```

```
{try t1(2); tryt2(3);
```

```
    t1.func(t2);
```

```
return 0;
```

```
}
```


5. (a) Create a class Time with three data members : hours, minutes and seconds. Write member functions to overload unary increment (++) operator that increments the corresponding hours, minutes and seconds of the class time. Write code for both prefix and postfix versions of the same. 6
- (b) Write a program that reads a text file and prints the number of characters in it. 4
6. (a) Explain the difference between function overloading and function overriding with suitable examples. 4
- (b) Consider a following class : 3

```
class base
```

```
{int p1;
```

```
protected:
```

```
int p2;
```

```
public:
```

```
int p3;
```

```
}
```

What will be the access type of p1, p2 and p3 in class deri if :

- (i) class deri : private base

```
{
```

```
};
```

4. (a) Write a function that prints the following pattern for a given integer n. The following pattern is printed for n=3. 4

1

22

333.

- (b) Consider the following class :

Class Circle

{

float radius;

};

Add the following member functions to this class with their definitions :

- (i) A default constructor;
- (ii) A parameterized constructor;
- (iii) A function that computes the area.

Show how will these functions be called from main function.

(ii) class deri : protected base

{

};

(iii) class deri : public base

{

};

(c) Write a program that accepts a string through command line arguments and prints its length. 3

7. (a) Create a base class shape with two data members length and breadth and virtual function area. Derive a class rectangle with public inheritance. Override the function area. How can you call the two area functions by using a single pointer to the base class ? Show. 2+2+2

(b) (i) What is a generic catch statement in exception handling ? 2+2

(ii) Can an exception be handled only in the current function ? Explain your answer.