D–3842

B. C. A. (Part II) EXAMINATION, 2020

(Old Course)

Paper Fifth

PROGRAMMING IN C++ AND VISUAL C++

(203)

Time : Three Hours]   [*Maximum Marks : 100*

[*Minimum Pass Marks : 40*

Note : Attempt any *two* parts from each Unit. All questions carry equal marks.

Unit—I

1. (a) Write the characteristics of object oriented language.

   (b) Differentiate procedure oriented and object oriented language.

   (c) Explain advantages of object oriented language over procedural language.

Unit—II

2. (a) Write a program to show the implement of inheritance and also define inheritance.

   (b) What is operator overloading ? Describe their types with suitable example.

   (c) Write a short note on overriding.

Unit—III

3. (a) Write a program to show the use of inline function.

   (b) What is virtual and pure virtual function ? Explain it.

   (c) What is Inheritance ? Describe their types.

Unit—IV

4. (a) Write notes on object type and attribute type.

   (b) Differentiate Booch Methodology and Object Oriented Database.

   (c) Explain the architecture of object oriented database.

Unit—V

5. (a) Describe VC++ workspace and projects.

   (b) Write short notes on the following :

   (i)   Device context

   (ii) View object

   (c) Explain Windows Programming by giving an example of program.