**DCA1203 - OBJECT ORIENTED PROGRAMMING – C++**

**SET-I**

**1. A. Explain the concept of the abstract class.**

**Ans:** An abstract class is the class which acts as a base class and can be inherited by other classes. It is not used to create objects. It provides a base upon which other classes can be built. In programming the concept of abstract class is of great importance and used deliberately in a program for creating derived

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**B. Define inline function. Explain it using an example.**

**Ans:** The main use of inline function is that it reduces the size of the code and improves in the speed of program execution. You should define inline function before the main () function. Inline functions are same like normal functions except that the function declaration begins with the

**2. Discuss the role of access specifiers in inheritance and show their visibility when they are inherited as public, private, and protected.**

**Ans:** A derived class can be defined as follows:

class derived\_classname: access specifier baseclassname

{

Members of

**3. A. Discuss Class to basic type conversion with the help of an example.**

**Ans:** The overloaded casting operator in C++ allows us to convert class type data to basic types. The overloaded casting operator has the general form:

operator

**B. Illustrate, with the help of an example, the procedure to overload a unary operator.**

**Ans:** //increment.cpp

# include <iostream.h>

class counter

**SET-II**

**4. Explain with the help of an example how to read and write the character to a text file.**

## Ans: The getc and putc I/O functions

We use the getc() and putc() I/O functions to read a character from a file and write a character to a file

**5. What is a Template? What is the need of Template? Declare a Template class.**

**Ans:** A template can be considered a kind of macro. When we define an object of a specific type for actual use, the definition of template for that class is substituted with the required data type.

**6. A. What is a file mode? Describe the various file mode options available.**

**Ans:** A file can be opened in one of four modes. The mode determines where the file is positioned when opened, and what functions are allowed. After you close a file, you can reopen the file in a different mode, depending on what you are doing. For example, you can create a file in create

**B. Differentiate between termination and resumption in Exception Handling.**

**Ans:**

* There are two basic models in exception-handling theory. In termination (which is what C++ supports) you assume the error is so critical that there’s no way to get back to where the exception occurred.