**SESSION SEPTEMBER 2022**

**PROGRAM BACHELOR OF COMPUTER APPLICATIONS (BCA)**

**SEMESTER II**

**COURSE CODE &amp; NAME DCA1203 - Object Oriented Programming – C++**

**Assignment Set –1**

**A. What is Friend Class? Explain it with a suitable example program**

**Ans: Friend Classes**

You should use friend class in the situation when the two classes are strongly coupled. For example, suppose we have a class CCord that represents a coordinate, and a class CCollect that holds a list of points. The collections class may be used to change the point objects so we can declare CCollect as a

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**B. Write the difference between function overloading and function overriding.**

**Ans: Function Overloading v/s Function Overriding**

You have already studied function overriding in the previous unit and function overloading in this unit. Now let us compare both the techniques.

 In both the techniques, same function name is used. But different parameters are passed in function

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

**Ans: Overloading Unary Operators**

As you know already that the unary operators are the ones that operate on a single operator. Some of the unary operators are - the increment (++) and decrement (--) operators, the unary minus (-) operator and the logical

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

**Ans: Termination vs. Resumption**

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. Whoever

**3. What is polymorphism? Briefly describe the various polymorphism methods with suitable examples.**

**Ans: Polymorphism**

Polymorphism is the ability to present the same interface in different forms. Polymorphism means “many forms of a single object”. Operator overloading is a kind of polymorphism. An operation may exhibit different behaviors in different instances. The behavior depends on the data types used

**Assignment Set – 2**

**4 A. Explain the different types of argument-passing techniques with examples.**

**Ans:** After a function is declared, you must be concerned with how interaction will happen to function from main () function or other function. Interaction with a function can happen by passing data to a function or by returning values from function. Data can be passed to functions in

**B. Explain, with a suitable example, the syntax of the for-loop in C++.**

**Ans: For loop**

The for loops are the most useful type of loops. The syntax of the for loop is shown below. The loop condition contains three parts. They are: loop initialization, loop termination condition and

**5. Demonstrate the process of opening a file using constructor with suitable example programs.**

**Ans: 1. Opening file using constructors**

You already know that a constructor initializes an object when it is created. Here to initialize the file stream object, a filename is used. The following steps are required to do this:

Create a file

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

**Ans: Class to basic type**

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 type

**B. What is file mode? Describe the various file mode options available.**

**Ans:** We have used if stream and of stream constructors and the open () function to create new files as well as to open the existing files. You can note that in both the methods only one argument has been used, and that is the name of the file. However, these functions can take two arguments, the second one being for specifying the file mode. The syntax of open () function that