JAYPEE UNIVERSITY OF INFORMATION TECHNOLOGY, WAKNAGHAT TEST -1 EXAMINATION- 2024 B.Tech-III Semester (CSE/IT)

COURSE CODE (CREDITS): 18B11CI311 (3)

COURSE NAME: Object-Oriented Systems and Programming

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Note: (a) All questions are compulsory. (b) Marks are indicated against each question in square brackets. (c) The candidate is allowed to make Suitable numeric assumptions wherever required for solving problems

- Q 1. Define a class **Distance** in C++ with two private data members as **feet** and **inches**. The class only includes the following constructors.
 - A no-argument constructor can initialize **dist4** object with data members as **feet** = **0** and **inches** = **0**.
 - A two-argument constructor can initialize data members of dist2 object to values passed as arguments, e.g. dist2 (6, 10)
 - A one argument constructor that takes a float value and converts it into feet and inches, e.g. dist1 = 5.25 is converted into 5 feet and 3 inches
 - A copy constructor that initializes dist3 object to the values assigned to data members of dist1 object
 Write a main() function that is suitable to the above requirements. (CO-2) [4 marks]
- Q 2. Define a class Array in C++ that consists of two data members as: int size and int* a. The class consists of a constructor having one parameter to pass the size of the array. This constructor allocates the space for array dynamically. Also, define a destructor to de-allocate the object space. The class also have two member functions enter() and display() to enter and display the elements of the array. In the main function, define a dynamic object of the Array class; call the enter() and display() functions; and call the destructor to destroy the object. (CO-2) [4 marks]
- Q 3. Write a C++ program having two classes A and B and a friend function having the following prototype to calculate the total number of objects in both classes: (CO-3) [4 marks] friend void countTotalObjects (const A&, const B&)

04.

- a) How does the concept of encapsulation contribute to data security and integrity in object oriented programming? Explain in detail. (CO-1) [1.5 marks]
- b) Write at least five major differences between Call-by-Pointer and Call-by-Reference in (CO-1) [1.5 marks]