JAYPEE UNIVERSITY OF INFORMATION TECHNOLOGY, WAKNAGHAT TEST - II (EXAMINATION – 2022)

B.Tech. - III Semester (CSE & IT)

COURSE CODE (CREDITS): 18B11CI311 (3)

MAX. MARKS: 25

COURSE NAME: Object-Oriented Systems and Programming

COURSE INSTRUCTORS: A.Kumar, D.Gupta, H.Jindal & S.Sharma

MAX. TIME: 1 Hr. & 30 Min.

Note: All questions are compulsory. Marks and COs are indicated against each question in square brackets.

	2000	3,3	
Q1.	Consider an inventory of products in a store. One way of keeping the details of the	[3]	CO5
	products is to record their product code, cost and total items in the stock. Write a class		į
	CStock1 to represent the same. Alternatively, we can simply specify the product code and		
	the value of the item (which depends on the cost of the product) in the stock. Write a class		
	CStock2 to represent the same. Finally, write a conversion routine to convert data of		
	CStock1 into CStock2 and invoke this routine in the main function.		
Q2.	Write a program to create a file - MyJournal.txt and write the following text into it:	[3]	CO6
	Always give your best!		
	Now use following file pointers (new line separated) with corresponding file stream		
	object, close the file and finally, find the output denoting the file pointer positions:		
	tellp();		
	seekp (-5, ios::cur);		
	tellp();		
	seekg (10, ios :: beg);		
	tellg();		
Q3.	Write a C++ program to explain the diamond problem which leads to ambiguity in	[3]	CO3
	multiple inheritance. Further, explain the steps to handle this problem.		
Q4.	Create a function template which adds two numbers of following data type and returns a	[3]	
	value having the datatype same as the first number:		
	a) int and float		:
	b) float and int		
	c) char and int		
Q5.	Describe the following (max. 8-10 sentences):	[2*5	CO4 CO5
	a) How the operands are passed (i.e. passed by reference or passed by value or both)	10]	CO6
	while overloading increment or decrement operators using a friend function?		
	Justify your answer.		
	b) Whether C++ language supports virtual constructor or not. Justify your answer.		

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Whether a generic function can be overloaded or not. Justify your answer with a
              suitable example.
          d) File modes: i) ios::app
                                            ii) ios::ate
                                                          iii) ios::nocreate
                                                                               iv) ios::trunc
          e) Object slicing with a suitable example
Q6.
       What is the output (if any) of the following program? Please give brief explanation (2-3
                                                                                                              CO3
                                                                                                        [1]
                                                                                                              CO4
                                                                                                        [1]
       sentences) in support of your answer. Assume that following statements are already there:
                                                                                                        [1]
       #include <iostream>
       using namespace std;
a)
                                                                              class CBase {
                                     class CBase {
class CBase {
                                                                                public:
                                       public:
  public:
                                                                                  virtual void Area () = 0;
                                          CBase() {
     int iCount;
                                                                              };
                                            cout << "CBase\n"; }
     CBase () {
                                          ~CBase() {
     iCount = 0;
                                                                              class CDerived1 : public CBase {
                                             cout << "CBase Destructor\n";
};
                                     };
                                                                              class CDerived2 : public CDerived1 {
class CDerived: protected CBase
                                     class CDerived: public CBase {
                                                                                void Area () {
                                                                                   cout << "Hello";
  public:
                                          CDerived() {
     void funct () {
                                            cout << "CDerived\n"; }
                                                                              };
       int a;
                                          ~CDerived() {
       a = iCount;
                                            cout << "CDerived Destructor";
                                                                              int main(void)
                                     };
                                                                                CBase *ptr;
};
                                                                                CDerived1 obi1;
                                     int main()
int main() {
                                                                                CDerived2 obj2;
  int a;
                                                                                ptr = \&obj2;
                                       CBase *obj = new CDerived();;
                                                                                ptr -> Area ();
  CDerived obj;
                                       delete obj;
                                                                                return 0;
  a = obj.iCount;
                                       return 0;
  return 0; }
```