



KERALA AGRICULTURAL UNIVERSITY
B.Tech.(Food Engg.) 2016 Admission
III Semester Final Examination-January-2018

Basc.2107

Computer Programming (1+1)

Marks: 50
Time: 2 hours
(10x1=10)

- I Choose the correct answer**
- 1 What does a class hold?
a data b functions c both a & b d none of the above
 - 2 How many specifiers are present in access specifiers in class?
a 1 b 2 c 3 d 4
 - 3 Which operator is used for input stream?
a > b << c < d >>
 - 4 Which is used to define the member of a class externally?
a : b :: c # d &
 - 5 Which of the following concepts means wrapping up data and functions together?
a Abstraction b Encapsulation c Inheritance d Polymorphism
 - 6 Where does the execution of a program starts?
a Main function b User-defined function
c Void function d None of the above
 - 7 $c=(a>b)?a:b$; if $a=5$ and $b=6$, what is the value for c .
a 6 b 5 c 4 d 7
 - 8 Which operator is having the highest precedence?
a unary b postfix c shift d equality
 - 9 What is the syntax of inheritance of class?
a class name b class name : access specifier
c class name: access specifier class name d class name : class name
 - 10 Which of the following correctly declares an array?
a `int array[10];` b `int array;` c `int array{10}` d `int array(10)`

- II Write Short notes on any FIVE of the following** **(5x2=10)**
- 1 List the characteristics of OOPs.
 - 2 Define a structure with its syntax.
 - 3 What is a constant.
 - 4 Compare / and %.
 - 5 List the relational operators available in C++.
 - 6 What is data abstraction.
 - 7 Define class and object.

- III Answer any FIVE of the following.** **(5x4=20)**
- 1 Explain polymorphism with an example.
 - 2 Explain private vs protected member access mode.
 - 3 Explain virtual functions
 - 4 Explain input and output statements in C++.
 - 5 Write a C++ program to find if the given number is even or odd.
 - 6 Define a variable. Mention the Rules for naming it.
 - 7 What are friend functions? Discuss their uses in OOPs.

- IV Write an essay on any ONE of the following** **(1x10=10)**
- 1 Explain call by value and call by reference with an example.
 - 2 Write a C++ program to swap two numbers.
