Sem II GRev)6 22/12/07 computer Programming All branches (REVISED COURSE) Con/5160-07. (3 Hours) [Total Marks: 100 **N.B.** : (1) Question No. 1 is compulsory. (2) Attempt any four questions out of remaining six questions. (3) Assumptions made should be clearly stated. All computer programs and program segment only in C++. (4) Write an object oriented program (in terms of classes 1 10 a and objects) to evaluate the expression for standard deviation as given below 1/2 $\sum_{i} (\overline{X} - X_i)^2$ N With the help of suitable program explain 10 b i)copy constructors ii)Friend functions Expand the class member functions to satisfy the 2 20 functionality described along side the function declaration class Dmanip private : int N,A[100]; public: Dmanip(); // Default constructor void Display(); void InputArray ()// input function to read array A void InputArray(int M, int X[100]);// overloaded input function void Sort() // sorting data stored in Array A void Search(int data); void Insert(int data); void Delete(int data); void Merge (Dmanip OB1, Dmanip OB2); //Merging A of Object 1 and A of Object 2 resulting in A of object about

};

/which the merge function get referenced

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3		 Write Object Oriented programs to exemplify different types of inheritance namely public protected private and multiple and hierarchical Inheritance 	20
4	clas	emplify Binary Operator overloading with the help of a ss and its member functions for overloading the following ary operators $(+, -, *, /)$	20
5	des deta Phy	Write a program to arrange the names of students in descending order their marks, input data consists of student details such as name, ID.no, subject marks of Mathematics, Physics, Chemistry and total of these three.(Note: Use hierarchical struct and array of struct)	
6	а	Explain abstract classes , late binding, pure virtual functions and virtual classes	10
	b	With help of suitable programs and functions explain parameter passing by reference and parameter passing by value	10
7		Write notes on the following a. Overriding functions b. Function overloading c. Function templates d. Static members of classes and objects	20

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