

NOTE: SECTION A IS COMPULSORY. ATTEMPT ANY FOUR QUESTIONS FROM SECTION B AND TWO FROM SECTION C

SECTION A MARKS 2 EACH

- 1 (a) What is structured programming?
- (b) How will you distinguish between unions and enumerators?
- (c) What are the rules in C for naming an identifier?
- (d) What is reference variable?
- (e) How does an inline function differs from a preprocessor macro?
- (f) What is the use of scope resolution operator :: in C++ ?
- (g) What is dynamic memory allocation?
- (h) What is operator overloading?
- (i) What are characteristics of a destructor?
- (j) What do you understand by term carets?

SECTION B MARKS 5 EACH

2. What are arrays? Write a program in C to arrange n numbers in assending order.
3. Write a function using refernce variable as arguments to swap the values of a pair of integers.
4. What is a constructor function? What are the merits and demerits of using a constructor function?
5. What are multiple threads? Explain with the help of suitable code fragments.
6. What are storage classes? How are they used?

SECTION C MARKS 10 EACH

7. What are command line arguments? Write a program in C to copy the contents of one file into another file using command line arguments.
8. What do you mean by stack? Write an object oriented program in C++ to perform addition and deletion of an element from stack.
9. What are key features of MFC library? Write a sample application program using MFC library.