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Date: 14<sup>th</sup> May, 2016

Time: 10.30 am – 12.00 noon

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Answer ALL questions.

Q1.

- a) Write five (05) advantages of using object-oriented programming over procedure-oriented programming.
- b) Briefly explain the following terms in object-oriented programming.
  - i. Encapsulation
  - ii. Inheritance
  - iii. polymorphism
- c) Explain the following basic concepts of object-oriented programming using an example.
  - i. Classes
  - ii. Objects
- d) Define a class to represent a bank account which includes the following members.

Data members:

- Name of the depositor
- Account number
- Type of account (current, saving, etc.)
- Balanced amount in the account

Member functions:

- To assign initial values
- To deposit an amount
- To withdraw an amount after checking the balance
- To display name and balance

**Q2.**

- a) Explain different types of inheritance with suitable examples.
- b) What are the various types of access specifiers of base class? Explain their usage with an example for each.

c)

Create a base class called **shape** which includes the following members:

- Two double type value that could be used to compute the area of a figure.
- Member function to initialize the base class data members.
- Member function `display_area()` to compute and display the area of the figure.

Derive two classes called **triangle** and **rectangle** from the base class **shape**. Make `display_area()` as a virtual function and re-define this function in the derived classes to compute the area of each figure.

( Hint: Area of rectangle =  $x * y$

$$\text{Area of triangle} = \frac{1}{2} * x * y )$$

**Q3.**

- a) What is meant by operator overloading?
- b) Explain unary and binary operator overloading with an example for each.
- c) What is the friend function? List out its advantages over a normal function.
- d) Write a member function or a friend function to add two complex numbers (complex number contains real and imaginary parts) by overloading + operator.

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