

Roll No. ....

7. (a) What are inline functions ? Write an inline function finding minimum of two numbers.
- (b) Explain the concept of operator overloading. Illustrate with suitable examples. What are the operators that cannot be overloaded ?

**Unit-IV**

8. (a) Define the structure of a base class, its derived class and another derived class from derived class with example.
- (b) What is a virtual function ? Write a program to demonstrate virtual functions in C++.
9. Using C++ program examples, illustrate the following :
- (a) Pointers
- (b) Input-output operations.

56052-1000-(P-4)(Q-9)(16) (4)

**56052**

**M.B.A. 2 Yr. 3rd Sem. (N.S.)  
Batch 2011-2013**

**Examination- December, 2016**

**Object Oriented Analysis & Design**

**Paper-MBA-313**

**Time : 3 hours**

**Max. Marks : 50**

Before answering the questions, candidates should ensure that they have been supplied the correct and complete question paper. No complaint in this regard will be entertained after the examination.

**Note :** Attempt all five parts of the question in Section-A. Attempt **four** questions selecting **one** question from each unit in Section-B. All questions carry equal marks.

**Section-A**

1. Answer the following :

56052-1000-(P-4)(Q-9)(16) (1)

[ Turn Over

- (a) What is an association ? Give example.
- (b) What is multiple inheritance ? Give example.
- (c) What do you mean by implicit type conversion ?
- (d) What is the purpose of a #include statement ?
- (e) Explain the difference between super class and sub-class with the help of an example.

**Section-B**

**Unit-I**

- 2. (a) What do you understand by object-oriented approach ? Why this approach is a preferred form of programming over others ?
- (b) What are grouping constructs ? Illustrate.
- 3. Explain the following term with an example of each :

56052-1000-(P-4)(Q-9)(16) (2)

- (a) Persistent objects
- (b) Class
- (c) Polymorphism
- (d) Encapsulation

**Unit-II**

- 4. Compare and contrast object and dynamic modelling, Illustrate each of the modelling with suitable example.
- 5. (a) What is functional modelling ? List and explain any three purposes served by this modelling.
- (b) Write a brief note on object-oriented methodology.

**Unit-III**

- 6. (a) What are constructors and destructors? Explain how they differ from normal functions.
- (b) Why is a destructor function required in classes ? Illustrate with an example.

56052-1000-(P-4)(Q-9)(16) (3) [ Turn Over