

Total No. of Questions - []

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G.R. No.

Paper Code - U218-126 (T1)

OCTOBER 2018/ IN-SEM (T1)
S. Y. B. TECH. (COMP) (SEMESTER - I)

COURSE NAME: Object Oriented Programming COURSE CODE: (CSUA21176)

Solution & Marking Scheme
(PATTERN 2017)

Time: [1 Hour]

[Max. Marks: 30]

- Q.1)a) OOP Features (Data Abstraction, Encapsulation, Data Hiding, Inheritance, Polymorphism, classes and objects) 6 marks
- b) Declaration of class and objects 1 mark
- Definition of function with Proper logic 3 Marks
- Declaration of static variable 2 Marks

```
#include<iostream>
using namespace std;
class vote
{
static int candidates[6];
static int number_of_voters;
public:
void get_number_of_voters();
void count_votes(int i);
void get_result();
};
```

```
void vote:: count_votes(int i)
{
candidates[i]++;
number_of_voters++;
}
void vote::get_number_of_voters()
{
cout<<"The total number of voters is "<<number_of_voters<<endl;
}
void vote:: get_result()
{
for(int i=1;i<=5;i++)
{
```

```

        cout<<i<<" got "<<candidates[i]<<" votes"<<endl;
    }
}
int vote::candidates[6];
int vote::number_of_voters;
int main()
{
    char ch='y';
    int ballot;
    do
    {
        cout<<"Enter candidate number you want to vote(1 to 5)"<<endl;
        vote obj;
        cin>>ballot;
        if(ballot<1 || ballot>5)
        {
            cout<<"Please enter between 1 to 5"<<endl;
            continue;
        }
        obj.count_votes(ballot);
        cout<<"Do you want to continue voting? (y/n) "<<endl;
        cin>>ch;
    }
    while(ch=='y' || ch=='Y');
    cout<<"The number of votes for each candidate are as follows"<<endl;
    vote result;
    result.get_result();
    result.get_number_of_voters();
}

```

c) 2 differences

4 marks

OR

Q.2) a) Definition

1 mark

Purpose of copy constructor

2 marks

Example (with Syntax)

3 Marks

b) Declaration of class and objects

2 marks

Definition of function with Proper logic

4 Marks


```

#include<iostream>
using namespace std;
class Electric
{
    double unit;
    static int bill;
public:
    Electric();
    void accept();
    void print_bill();
};
Electric::Electric()
{
    cout<<"Default Values of Units are"<<endl;
    cout<<"Units 1-100"<<"\t"<<"Rs."<<"\t"<<3<<endl;
    cout<<"Units 101-300"<<"\t"<<"Rs."<<"\t"<<7<<endl;
    cout<<"Units 301-500"<<"\t"<<"Rs."<<"\t"<<9<<endl;
    cout<<"Units 501-1000"<<"\t"<<"Rs."<<"\t"<<11<<endl;
    cout<<"Beyond 1000"<<"\t"<<"Rs."<<"\t"<<13<<endl;
}

void Electric::accept()
{
    cout<<"\n No. Of Units Consumed: ";
    cin>>unit;
}

void Electric::print_bill()
{
    if(unit>=1 && unit<=100)
        bill=unit*3;
    else if(unit>101 && unit<=300)
        bill=unit*7;
    else if(unit>301 && unit<=500)
        bill=unit*9;
    else if(unit>501 && unit<=1000)
        bill=unit*11;

    else if(unit>1000)
        bill=unit*13;
    cout<<"\n Electricity Bill = "<<bill;
}

int main()
{

```

```

Electric e;
int i,cnt;
    e.accept();
    e.print_bill();
return 0;
}

```

C) 2 differences

4marks

Q3 a) Declaration of class and objects

2 marks

Function for copying and concatenation of two string

2 marks each

```

#include <iostream>
using namespace std;

```

```

class String{
    char word[20];
    char bword[40];

```

```

    public:
        void GetData();
        void operator =(char[]);
        void operator +(char[]);
    void display();
};

```

```

void String::GetData(){
    cout<<"Enter the string to evaluate : ";
    cin>>word;
    for(int i=0;i<20;i++){
        //if(word[i]!='\0')
            bword[i]=word[i];
    }
}

```

```

void String::display(){
    cout<<"\nThe original string is : "<<word<<"\n\n";
}

```

```

void String::operator =(char copy[20]){
    int i=0;
    while(word[i]!='\0'){
        copy[i]=word[i];
        i++;
    }
}

```

```

copy[i]='\0';
cout<<"\nThe copied word is : "<<copy<<"\n\n";
}

void String::operator +(char copy[20]){
    int j,flag=0,i;
    for(i=0;i<40;i++){
        if(bword[i]=='\0'){
            for(j=0;j<20;j++){
                if(copy[j]!='\0'){
                    bword[i]=copy[j];
                    i++;
                }
                else{
                    flag=-1;
                    break;
                }
            }
            if(flag== -1)
                break;
        }
    }
    bword[i]='\0';
    cout<<"The concatenated word is : "<<bword<<"\n\n";
}

```

```

int main(){
    String obj;
    obj.GetData();
    int choice,dummy=0,count=0;
    char copy[20];
    do{
        cout<<"\nWhat would you like to do??\n";
        cout<<"\n1.Copy word\n2.Concatenate\n3.Display\n4.Exit";

        cin>>choice;
        switch(choice){
            case 1:
                {
                    obj=copy;
                    break;
                }
            case 2:

```



```

        {
            cout<<"\nEnter new string to concatenate : ";
            cin>>copy;
            obj+copy;
            break;
        }
    case 3:
    {
        obj.display();
        break;
    }
    case 4:
        return 0;
    default:
        cout<<"\nPlease enter a valid choice.\n\n";
    }
}while(1);
return 0;
}

```

b) public and private derivation

2 marks each

c) Function overloading ii) friend function

2 marks each

Q4) a) Declaration of class and objects

2 marks

Order of execution

4 marks for Program

Base and derived class have their own constructor

Constructor is used to construct the object and destructor is called destroy the object

Order of Execution:

First base constructor is called

Next derived constructor is called

Next destructor of derived class is called

Next destructor of base class is called

class base

{

```

public:
base()
{
cout<<"Base class constructor is called";
}
~base()
{
cout<<"Base class destructor is called";
}};
class child:public base
{
public:
child()
{
cout<<"child class constructor is called";
}
~child()
{
cout<<"child class destructor is called";
}};
int main()
{
child d;
return 0;
}

```

If base class constructor is not taking argument, then there is no need to define constructor in derived class. If base class is having a constructor with argument then we need to define constructor in derived class and pass argument to base class constructor.

- | | |
|---|----------|
| B) Definition | 1 mark |
| Pitfalls of operator overloading (at least 3) | 3 marks |
| C) Concept of re usability | 2 marks |
| Justification with example | 2 marksx |