STELLA MARIS COLLEGE (AUTONOMOUS) CHENNAI 600 086 (For candidates admitted during the academic year 2015 – 2016 & thereafter)

SUBJECT CODE: 15BI/PC/CP14

M. Sc. DEGREE EXAMINATION, NOVEMBER 2017 BIOINFORMATICS FIRST SEMESTER

COURSE: COREPAPER: PROGRAMMING IN C++TIME: 90 MINUTES

MAX. MARKS: 50

SECTION A

ANSWER ALL QUESTIONS

 $(30 \times 1 = 30)$

1. The wrapping up of data and functions into a single unit is called ______.

- 2. A function contained within a class is called a _____
- 3. What is Abstract Data Type?
- 4. Write the tokens used in C++.
- 5. What are the data types in C++?
- 6. The ______ operator is used to create objects of any type.
- 7. Define Friend function.
- 8. What is Multiple Inheritance?
- 9. What is Programming?
- 10. Data Members in a class must be declared ______.
- 11. The ______ statement is used to exit from all the nested loops.
- 12. Using a keyword ______ we can create new operators in C++.
- 13. What is the difference between Structure and an Array
- 14. What is Dynamic Binding?
- 15. Define Operator Overloading.
- 16. Name any 2 functions supported by string class.
- 17. What is an Exception?
- 18. Write the Exception Handling Mechanisms.
- 19. What is a Manipulator?
- 20. Define Stream Classes.
- 21. What are the 2 types of Polymorphism?
- 22. The pointers which are not initialized in a program are called ______
- 23. C++ allows pointers to perform the arithmetic operation such as increment (++) or decrement (--) True or False?
- 24. Write down the operators that cannot be overloaded.
- 25. What is Constructor?
- 26. ______ is visible only within the class, but its lifetime is the entire program.
- 27. What are the common manipulators used in C++?
- 28. What are the operators used in C++?
- 29. Insulation of data from direct access by the program is called ______.
- 30. A _______ statement supplies a value from the called function to the calling function.

SECTION B

ANSWER ANY 2 QUESTIONS

 $(2 \times 10 = 20)$

- 31. Write in detail about the basic concepts used in Object Oriented Programming.
- 32. Write in detail about the control structures in C++.
- 33. What is Inheritance? Discuss about the various forms of Inheritance.
- 34. Write short notes on a) Constructor b) Destructor c) Friend Function.
