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**NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY, GREATER NOIDA**  
(An Autonomous Institute Affiliated to AKTU, Lucknow)

**B.Tech**

**SEM: III - THEORY EXAMINATION (2025- 2026)**

**Subject: Object Oriented Programming**

**Time: 2 Hours**

**Max. Marks: 50**

**General Instructions:**

**IMP:** Verify that you have received the question paper with the correct course, code, branch etc.

1. This Question paper comprises of **three Sections -A, B, & C**. It consists of Multiple Choice Questions (MCQ's) & Subjective type questions.

2. Maximum marks for each question are indicated on right -hand side of each question.

3. Illustrate your answers with neat sketches wherever necessary.

4. Assume suitable data if necessary.

5. Preferably, write the answers in sequential order.

6. No sheet should be left blank. Any written material after a blank sheet will not be evaluated/checked.

**SECTION-A**

15

1. Attempt all parts:-

1-a. The default return type of a function in C (CO1,K2)

1

- (a) void
- (b) int
- (c) float
- (d) char

1-b. Access specifier allowing class members to be used only inside the same class (CO2,K2)

1

- (a) Private
- (b) Public
- (c) Protected
- (d) Static

1-c. Pointer to an object can be used to achieve \_\_\_\_\_. (CO3,K3)

1

- (a) Encapsulation
- (b) Dynamic binding
- (c) Abstraction
- (d) Constructor chaining

1-d. UML stands for \_\_\_\_\_.(CO4,K3)

1

- (a) Unified Model Language
- (b) Unified Modeling Language
- (c) Universal Model Language
- (d) User Modeling Language

- 1-e. Basic unit of UML is a \_\_\_\_\_. (CO4,K2) 1
- (a) Class
  - (b) Object
  - (c) Component
  - (d) Use case

2. Attempt all parts:-

- 2.a. Explain the purpose of scope and lifetime in variables (CO1,K2) 2
- 2.b. State the use of Scope Resolution Operator (::) in C++. (CO2,K2) 2
- 2.c. Differentiate between single and multiple inheritance. (CO3,K3) 2
- 2.d. Define polymorphism in object-oriented programming.(CO3,K2) 2
- 2.e. Identify the difference between cin and cout. (CO4,K3) 2

### **SECTION-B**

15

3. Answer any three of the following:-

- 3-a. Write a C program to demonstrate different control flow statements (if, switch, loops) and explain the output. (CO1,K3) 5
- 3-b. Describe exception handling steps using try, throw, and catch.(CO2,K2) 5
- 3-c. Write a C++ program to demonstrate data hiding using private data members and public member functions. Explain the output.(CO2,K3) 5
- 3.d. Describe various types of inheritance used in C++.(CO3,K2) 5
- 3.e. Design activity diagram for online ticket booking.(CO4,K4) 5

### **SECTION-C**

20

4. Answer any five of the following:-

- 4-a. Explain the concept of procedural programming and its advantages.(CO1,K2) 4
- 4-b. Illustrate the use of operators and expressions in C with examples.(CO1,K2) 4
- 4-c. Explain the necessity of Object-Oriented Programming with suitable examples.(CO2,K2) 4
- 4-d. Describe the concept of Data Hiding and its importance in OOP. (CO2,K2) 4
- 4-e. Illustrate operator overloading using '+' operator with an example. (CO3,K3) 4
- 4-f. Implement single inheritance in C++ for student and marks classes.(CO3,K3) 4
- 4-g. Construct UML diagram for an e-commerce checkout flow.(CO4,K4) 4
- 4-h. Compare binary and text file handling in C++.(CO4,K4) 4