

SECTION-A

Answer all questions

(10X1=10)

- 1) A stack is called as a _____ structure.
a) LIFO b) FIFO c) Top d) none
- 2) Queue is a _____ list
a) FIFO b) LIFO c) LILO d) process
- 3) A _____ is a list of elements in which an element may be inserted or deleted only at one end.
a) Push b) Pop c) stack d) none
- 4) Process of inserting an element in stack is called _____.
a) Create b) push c) pop d) all the above
- 5) Process of removing an element from stack is called _____.
a) Create b) push c) pop d) all the above
- 6) In a stack, if a user tries to remove an element from empty stack it is called _____.
a) Underflow b) Empty c) Overflow d) Garbage
- 7) Which of the following is not the type of queue?
a) Queue b) circular c) priority d) single ended queue
- 8) What does 'stack underflow' refer to?
a) Accessing item from an undefined stack b) adding items to a full stack
c) Removing items from an empty stack d) process
- 9) A linear list of elements in which deletion can be done from one end (front) and insertion can take place only at the other end (rear) is known as a ?
a) Stack b) queue c) linked list d) tree
- 10) A data structure in which elements can be inserted or deleted at/from both the ends but not in the middle is?
a) Queue b) Circular queue c) DE queue d) Priority queue

SECTION-B

Answer any FIVE questions

(5X2=10)

- 11) Define stack
- 12) What is POP & PUSH?
- 13) Define queue
- 14) Write the operations of stack
- 15) Expand LIFO, FIFO
- 16) Define Circular queue
- 17) Write the real time example of stack

SECTION-C

Answer any THREE questions

(3X6=18)

- 18) Write about data structure and its type
- 19) Explain the implementation of stack
- 20) Explain the implementation of queue
- 21) Describe about the circular queue
- 22) Write the real time example of stack, queue, priority queue & circular queue

SECTION-D

Answer any one

(1X12=12)

- 23) Briefly discuss about the stack. Write a c++ program to the implementation of stack.
- 24) Explain about the queue. Write a c++ program to the implementation of queue.



SECTION-A

Answer all questions

(10 * 1 = 10)

- Which of this is not a network edge device?
A) Pc B) Smartphone C) Servers D) Switch
- A set of rules that governs data communication
A) RFCs B) Standards C) Protocols D) None of these
- The first network is
A) CNNET B) NSFNET C) ARPANET D) ASAPNET
- The is the physical path over which a message travels
A) Path B) Medium C) Protocol D) Route
- Bluetooth is a example of.....
A) LAN B) VPN C) PAN D) None of these
- The number of layers in internet protocol stack
A) 7 B) 8 C) 5 D) 6
- The function of presentation layer includes
A) Data compression B) Data encryption C) Data description D) All of the above
- Transport layer is implemented in
A) Ethernet B) NIC C) End system D) None of these
- Delimiting and synchronization of data exchange is provided by
A) Link layer B) Transport layer C) Application layer D) Session layer
- Which layer links the support layers and user support layer ____
A) Session layer B) Transport layer C) Data link layer D) Network layer

SECTION-B

Answer any FIVE questions

(5*2=10)

- What is protocol stack?
- Define LAN .
- Define E-commerce?
- What is protocol ?
- What is Intranet?
- Define peer to peer communication?
- Define client-server model?

SECTION-C

Answer any THREE questions

(3*6=18)

- Explain Connection-oriented services ?.
- Explain Tcp/Ip reference model ?.
- Explain about WAN?
- Explain about broadcast links?
- Explain about wireless network?

SECTION-D

Answer any ONE question

(1*12=12)

- Briefly discuss about OSI reference model.
- Briefly discuss about Uses of computer network .

SECTION-A

Answer all questions

(10X1=10)

- 1) Object Oriented Programming language was developed by _____.
a) Microsoft b) Sun Microsystems c) Oracle d) IBM
- 2) What is JAVAC ____?
a) Compiler b) Assembler c) Debugger d) Editor
- 3) Data types in java under various categories are _____.
a) Primitive b) Non-Primitive
c) Primitive and Non-Primitive d) All of the above
- 4) The Ranges of the Short values on _____.
a) -32,767 to 32,768 b) -32,768 to 32,767
c) -31,767 to 31,768 d) -31,767 to 31,768
- 5) In the Bitwise OR operator is defined as _____.
a) & b) | c) ~ d) ^
- 6) Consider the following evaluation statement $x=a-b/3+c*2-1$, where $a=9, b=12, c=3$
a) 11 b) 10 c) 9 d) -10
- 7) The Java compiler produces an intermediate code known as _____.
a) JVM b) Byte code c) JDK d) JRE
- 8) % operator is used in java _____.
a) Dividend b) Divisor c) Remainder 4) Percentage
- 9) While loop is _____.
a) Entry b) Exit c) Entry-Exit d) none
- 10) ? is denoted as _____.
a) Conditional b) Assignment c) Relational d) logic

SECTION-B

Answer any FIVE questions

(5X2=10)

- 11) Any two difference between with JAVA and C++?
- 12) Define Class.
- 13) Expand JVM, JDK
- 14) Define Object
- 15) What is OOP's?
- 16) Define Encapsulation
- 17) Define Inheritance

SECTION-C

Answer any THREE questions

(3X6=18)

- 18) Explain about looping statements
- 19) Discuss about Data types with examples?
- 20) How Java differ from C and C++
- 21) Explain about Java Environment
- 22) Write short notes on 1.Class and Declaring objects.
2. Methods

SECTION-D

Answer any one

(1X12=12)

- 23) Briefly explain about Operators with examples?
- 24) Explain about Branching statements with examples?



VIVEKANANDA COLLEGE, TIRUVEDAKAM WEST

(Residential & Autonomous – A Gurukula Institute of Life-Training)

Department of Computer Science

Sessional Examination - I

10EPA1

Software Engineering

Time:2 hrs

/8/2018

Maximum Marks : 50

SECTION-A

Answer all questions

(10 * 1 = 10)

- In real sense, the software engineering creates.....of physical situations in software.
A) Models B) software C) algorithm D) program
- What are the following required to develop useful software product?
A) Planning B) analysis C) customer involvement D) all the above
- A major purpose of the planning phase is to.....
A) Clarify goals B) needs C) constraints D) all the above
- Find the odd one out:
A) Constructive cost model B) waterfall model
C) cost model D) prototype life-cycle model
- A/An/The....is prepared during the planning phase and presented at the project feasibility review.
A) Preliminary estimate B) improved estimate C) final estimate D) none of these
- From the following which quality deals with maintaining the quality of the software product?
A)Quality assurance B) Quality control C) Quality efficiency D) None of the above
- Software project manager is engaged with software management activities. He is responsible for _____.
A) Project planning. B) Monitoring the progress
C)Communication among stakeholders D) All mentioned above
- Classes communicate with one another via _____.
A).Read sensors b) messages C) dial phones d) None of the above
- Which quality deals with the maintaining the quality of the software product?
A)Quality assurance B) Quality control C)Quality Efficiency D) None of the above
- Alpha and Beta Testing are forms of _____.
A) integration testing B) acceptance testing C). System Testing D) Unit testing

SECTION-B

Answer any FIVE questions

(5*2=10)

- What is software engineering?
- What is robustness of software products?
- Define very large projects?
- Difference between reliability and correctness?
- What is risk management?
- What are the types of project plan?
- Define quantitative process goal.

SECTION-C

Answer any THREE questions

(3*6=18)

- Explain project structure.
- Explain planning and organizational structure.
- Write short notes Delphi cost estimation.
- How to estimate the software cost? Explain
- What are the goals of software engineering?

SECTION-D

Answer any ONE question

(1*12=12)

- Explain software project management.
- Explain size factors of a project.



VIVEKANANDA COLLEGE, TIRUVEDAKAM WEST
(Residential & Autonomous – A Gurukula Institute of Life-Training)
Department of Computer Science
Sessional Examination - I
System Software
Maximum Marks :25

10SB31

Time:1 hrs

PART – A

Answer of the following questions

5 * 1 = 5

1. Translator for low level programming language were termed as _____
(A) Assembler (B) Compiler (C) Linker (D) Loader
2. Load address for the first word of the program is called _____
(A) Load address origin (B) Linker address origin (C) Phase library (D) Absolute library
3. A program in execution is called _____
(A) Process (B) Instruction (C) Procedure (D) Function
4. An assembler is _____
(A) Syntax dependant (B) Programming language dependent.
(C) Machine dependant. (D) Data dependant.
5. Which amongst the following is not an advantage of Distributed systems?
(A) Reliability (B) Incremental growth (C) Resource sharing (D) None of the above

Section – B

2*2=4

Answer any **TWO** of the following questions

6. Define assembler
7. Define high reliability
8. Define system software
9. Define project planning

Section – C

1*6=6

Answer any **ONE** of the following questions

1. Briefly discuss about RISC
2. State the basic assembler functions.

Section – D

Answer any **ONE** of the following questions

1 * 10 = 10

1. Discuss about SIC/XE machine architecture.
2. Describe machine-independent assembler feature in detail.

.....

SECTION-A

Answer all the questions

1) _____ controls the way in which the computer system functions and provides a means by which users can interact with the computer.

- A) The operating system B) The motherboard C) The platform D) Application software

2) Computers use the _____ language to process data.

- A) relational B) megabyte C) binary D) Processing

3) In the binary language each letter of the alphabet, each number and each special character is made up of a unique combination of:

- A)8 bits B) 8-characters C) 8-byte D) 8 KB

4) What is a search engine?

- A) A program that monitors your surfing behavior on the Internet
B) A website where you can type in key words and search for them in millions of web pages
C) website where you can click on hundreds of categorized web addresses D) Application software

5) _____ is data that has been organized or presented in a meaningful way.

- A) process B) information C) storage D)software

6) Arrange the words given below in a meaningful sequence.

1. Income 2. Status 3. Education

4. Well-being 5. Job

- A) 3, 1, 5, 2, 4 B) 1, 3, 2, 5, 4 C) 1, 2, 5, 3, 4 D) 3, 5, 1, 2, 4

7) Arrange the words given below in a meaningful sequence.

1. Leaves 2. Branch 3. Flower

4. Tree 5. Fruit

- A) 4, 3, 1, 2, 5 B) 4, 2, 5, 1, 3 C) 4, 3, 2, 1, 5 D) 4, 2, 1, 3, 5

8) A/2, B/4, C/6, D/8 .? ,?

- A) E/8, F/10 B) E/12, F/14 C) E/10, F/12 D) D/10, E/10

9)1, 6, 13, 22, 33, ?

- A) 35 B) 46 C) 38 D) 49

10)11, 13, 17, 19, 23, 29, 31, 37, 41, ? .

- A) 43 B) 47 C) 51 D) 53

11)Forecast : Future : : Regret : ?

- A) present B) A tone C) past D) sins

12)Restaurant : meal : : vending machine : ?

- A) change B) snack C) candy D) lobby

13)Coffee : cup : : soup : ? .

- A) chicken B) aptizer C) bowl D) Plate

14) Doctor : Patient : : Politician : ?

- A) Voter B) chair C) money D) public

15)Man : Biography : : Nation : ? .

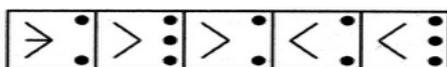
- A) History B) Geography C) People D) leader

16)Select a suitable figure from the Answer Figures that would replace the question mark (?).

Problem Figures:



Answer Figures:



- (A) (B) (C) (D)

- (1) (2) (3) (4) (5)

- A) 1 B) 2 C) 3 D) 4 E) 5

17) Select a suitable figure from the Answer Figures that would replace the question mark (?).

Problem Figures:



Answer Figures:



(A) (B) (C) (D)

(1) (2) (3) (4) (5)

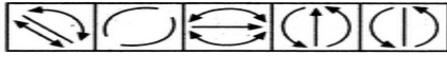
A) 1 B) 2 C) 3 D) 4 E) 5

18) Select a suitable figure from the Answer Figures that would replace the question mark (?).

Problem Figures:



Answer Figures:



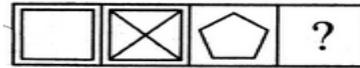
(A) (B) (C) (D)

(1) (2) (3) (4) (5)

A) 1 B) 2 C) 3 D) 4 E) 5

19) Select a suitable figure from the Answer Figures that would replace the question mark (?).

Problem Figures:



Answer Figures:



(A) (B) (C) (D)

(1) (2) (3) (4) (5)

A) 1 B) 2 C) 3 D) 4 E) 5

20) Select a suitable figure from the Answer Figures that would replace the question mark (?).

Problem Figures:



Answer Figures:



(A) (B) (C) (D)

(1) (2) (3) (4) (5)

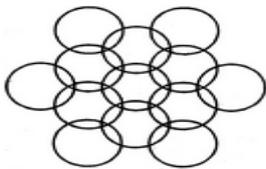
A) 1 B) 2 C) 3 D) 4 E) 5

21) Count the number of squares in the given figure.



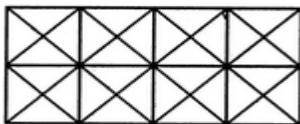
A) 32 B) 30 C) 29 D) 28

22) How many circles are there in the adjoining figure.



A) 11 B) 12 C) 13 D) 14

23) Count the number of squares in the given figure.



A) 11 B) 21 C) 24 D) 26

24) 6, 10, 14, 18, 22, 26, 30, ?, ?

A) 36 40

B) 34 38

C) 38 42

D) 33 37

25)

(1) (2) (3) (4)

A) 1 B) 2 C) 3 D) 4

Date:

SECTION-A

Answer all questions

(10X1=10)

- 1) If $a_{ij} = 0$, then the matrix A is _____.
a) Null b) Zero c) a & b d) none
- 2) If $A^2 = A$, then the matrix A is _____.
a) Idempotent b) Involutory c) square d) none
- 3) $\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$, then the matrix is _____.
a) Unit b) Scalar c) diagonal d) All of the above
- 4) _____ is a statement to which only one of the terms, true or false, can be meaningfully applied.
a) Proposition b) Logical c) NAND d) none
- 5) The negation of p is denoted by _____.
a) $\sim p$ b) not p c) $7p$ d) all the above
- 6) A statement formula that is neither a tautology nor a contradiction is called _____.
a) tautology b) contradiction c) contingency d) All of the above
- 7) The word NOR is combination of _____.
a) NOT, OR b) AND, OR c) NOT, AND d) none
- 8) $AB=BA=$ _____.
a) I b) Transpose c) Zero d) none
- 9) Conjunction is also known as _____.
a) AND b) OR c) NOT d) Conditional
- 10) $(A^T)^T =$ _____.
a) A b) Unit c) Zero d) none

SECTION-B

Answer any FIVE questions

(5X2=10)

- 11) Define Matrix
- 12) Write the types of Matrix
- 13) Define Propositions
- 14) Write the truth tables i)AND ii) Bi-Conditional
- 15) Draw logic network $(a+b).ab$?
- 16) Define Tautology
- 17) Write multiplicative and additive inverse.

SECTION-C

Answer any THREE questions

(3X6=18)

- 18) Verify if the proposition $(P \vee Q) \vee (P \wedge Q)$ is tautology or not.
- 19) If $A = \begin{pmatrix} 2 & -3 & 1 \\ 3 & 1 & 3 \\ -5 & 2 & -4 \end{pmatrix}$ Show that $A(A-I)(A+2I) = 0$.
- 20) Find the rank of matrix $\begin{pmatrix} 1 & 2 & 3 & -1 \\ 3 & 6 & 9 & -3 \\ 2 & 4 & 6 & -2 \end{pmatrix}$
- 21) Find the inverse of $A = \begin{pmatrix} 2 & 4 & 1 \\ 0 & 3 & 7 \\ 8 & 1 & 5 \end{pmatrix}$
- 22) Prove that $\sim (P \wedge Q) \rightarrow [\sim P \vee (\sim P \vee Q)] \Leftrightarrow \sim P \vee Q$

SECTION-D

Answer any one

(1X12=12)

- 23) Find the Eigen values and Eigen vectors of $A = \begin{pmatrix} 3 & -1 & 1 \\ -1 & 5 & -1 \\ 1 & -1 & 3 \end{pmatrix}$

- 24) Construct the truth table for $(\sim P \wedge (\sim Q \wedge R)) \vee ((Q \wedge R) \vee (P \wedge R))$

OPERATIONS RESEARCH-10AT31

SECTION-A

Answer all the questions

(10X1=10)

- 1) OR was coined in the year in 1940 by -----
a) McClosky b) Thefthen c) both d) none
- 2) The assignment problem is a special case of ----- problem.
a) Assignment b) Transportation c) graphical d) none
- 3) Iconic model is known as -----
a) Physical b) Chemical c) biological d) none
- 4) ----- Model abstract in nature
a) iconic b) Analogue c) Mathematical d) none
- 5) ----- prescribes a course of action of the problem
a) Simulation model b) Analogue Model c) Prescriptive Model d) none
- 6) If number of rows and columns equal to number of allocated zero's then the problem is called-----
a) Balanced b) Unbalanced c) optimum d) not optimum
- 7) The unbalanced assignment problem is said to be -----
a) rows=columns b) rows≠columns c) order of matrix=assigning zero's d)none
- 8) On travelling salesman problem starting city and ending city should be-----
a) Same b) not same c) different d) none
- 9) Which method is used to solve Assignment problem-----
a) Hungarian b) MODI c) VAM d) LPP
- 10) Another name of mathematical model is -----
a) Static b) symbolic c) prescriptive d) Simulation

SECTION-B

Answer any FIVE questions

(5X2=10)

11. Define OR
12. Define Maximization in Assignment Problem. What are the procedure to solve it?
13. Give the mathematical formulation of Assignment Problem
14. Write about Physical Model
15. Define Assignment Problem
16. Define Travelling Salesman Problem
17. Define Iconic Model

SECTION-C

Answer any THREE questions

(3X6=18)

18. Discuss Scientific methods in OR
19. Give any 6 models of OR
20. Solve the assignment problem

Operators

	I	II	III	IV
A	10	5	13	15
B	3	9	18	3
Machine C	10	7	3	2
D	5	11	9	7

21. Solve the assignment Problem

MACHINES

	M1	M2	M3	M4
J1	5	7	11	6
JOBS J2	8	5	9	6
J3	4	7	10	7
J4	10	4	8	3

22. Give applications of OR

SECTION-D

Answer any ONE

(1X12=12)

23. Explain Hungarian algorithm method
24. Solve the following assignment problem to find the maximum total expected sale

	Area	I	II	III	IV
salesman A		60	50	40	30
B		40	30	20	15
C		40	20	35	10
D		30	30	25	20

Department of
Computer Science
Vivekananda College
Tiruvedakam West
Date:

I year B.Sc Computer Science
PROGRAMMING IN C-10CT11

I Sessional Test
I Semester
Max.Marks: 50
Time : 2hrs

SECTION-A

Answer all questions

(10X1=10)

1. Find the incorrect backslash character from the following
a) \a b) \b c) \f d) \d
2. Which function reading information from keyboard
a) printf() b) puts() c) scanf() d) put()
3. The size of float data type is
a) 16bits b) 8bits c) 32bits d) 64bits
4. Find the Assignment operator from the following
a) == b) >= c) = d) <=
5. The values of void data type is
a) NULL b) 1 c) 8 d) 16
6. Valid Symbolic constant declaration from the following -----
a) #define X=25 b) # define MAX 10 c) #define N 25; d) #define MAX 10
7. ----- main() function we can using in C
a) Many b) 1 c) 2 d) none
8. Valid variable name declaration from the following -----
a) char b) price\$ c) First_tag d) First tag
9. Valid keywords in C from the following -----
a) Int b) int c) size of d) DOUBLE
10. The Modulo operator returns only ----- value
a) Real b) integer c) float d) mantissa

SECTION-B

Answer any FIVE questions

(5X2=10)

11. Define C
12. How to declare a variable give syntax with example
13. Evaluate the expression $x = a - b/3 + c*2 - 1$
14. Write about backslash character with example
15. What are the character testing function available in C
16. What are the commonly used printf format codes in C
17. How to assign a value to the variable give syntax with example

SECTION-C

Answer any THREE questions

(3X6=18)

18. Write about Switch case statement with example
19. Explain Basic Structure of C programming
20. Explain the Basic Data types in C with example
21. Write short notes about formatted Input statement in C with example
22. How to read and write character using function in C explain with example

SECTION-D

Answer any two

(1X12=12)

23. Explain about C Tokens
24. Write about Decision making with if statements (if, if ... else, nested of if, else if ladder) in C with example



SECTION-A

Answer all questions

(10 * 1 = 10)

1. In Boolean algebra OR operation is performed by which properties.
A) Associative B) Commutative C) Distributive D) All of the above
2. According to boolean law $A+1=?$
A) A B) 1 C) 0 D) All of the above
3. The logic sum of two or more logic product term is called
A) Sop B) Pos C) OR operation D) NAND operation
4. There are Minterm for 4 variables.
A) 1 B) 8 C) 16 D) 4
5. There are cells in 3 variables in k-map.
A) 3 B) 16 C) 4 D) 8
6. The quantity of double word is
A) 16 bit B) 8 bit C) 32 bit D) 64 bit
7. Complement of the expression $A'B+CD'$
A) $(A'+B)(C'+D)$ B) $(A+B)(C+D)$ C) $(A+B')(C'+D)$ D) $(A+B')(C+D')$
8. A variable on its own or in its complemented form is known as
A) Product B) Literal C) Sum term D) None of these
9. Any negative number is recognized by its
A) MSB B) LSB C) Bit D) Nibble
10. The parameter through which 16 distinct value can be represented by ____
A) Bit B) Byte C) Nibble D) Word

SECTION-B

Answer any FIVE questions

(5*2=10)

11. Which logic gates are referred as universal gate ? explain why?
12. Convert $(427)_8$ to a binary.
13. Find 2's complement of 101101
14. What is pair in k-map ?
15. What is consensus theorem?
16. Define don't condition?
17. Draw a logic circuit for $y=(A'+B+C)(A+B+C')$.

SECTION-C

Answer any THREE questions

(3*6=18)

18. Explain karnaugh map?.
19. Explain about gray code?.
20. Explain basic gates with diagram?
21. Explain sum of product?.
22. Explain Exclusive OR gate?

SECTION-D

Answer any ONE question

(1*12=12)

23. Briefly discuss about Conversions and its Types with examples.
24. Briefly discuss about Boolean laws and theorems .



SECTION-A

Answer all questions

(10 * 1 = 10)

1. The Structure and behavior of computer called.....
A)Computer organization B)Computer architecture C)Computer design D) Computer implementation
2. A combination circuit that perform the arithmetic addition of two bit is called.....
A) Half adder B) Full adder C) Micro operation D) Micro addition
3. 9's complement of 546700 is
A) 453299 B) 452399 C) 455299 D) 453199
4. PC register consist of bit
A) 1 B) 8 C) 16 D) 4
5. The effective positive clock transition include minimum time called
A)Set up time B) Set down time C) Hold time D) Un hold time
6. ____ is used to store data in register
A) D flip-flop B) JK flip-flop C) RS flip-flop D) None of these
7. A source program is usually in
A).Assembly language B).Machine language C).High level language D). Natural language
8. ____ are number and encoded character, generally used as operands
A) Input B) Data C)Information D) Stored values
9. Which register can interact with secondary memory?
A)IR B)PC C)R0 D)MAR
10. The control units controls other units by generating ____
A) Control signal B) Time signal C) transfer signal D) Command signal

SECTION-B

Answer any FIVE questions

(5*2=10)

11. What is Binary number?
12. What is Computer Architecture?
13. Define Micro operation?
14. What is Combinational Circuits?
15. What is Register?
16. Define Common Bus?
17. Define One's complement?

SECTION-C

Answer any THREE questions

(3*6=18)

18. Explain Half Adder with neat diagram?
19. Explain about the Shift Micro operation?.
20. Explain Fixed point representation?
21. Explain Logic Micro operation?.
22. Explain Data types in digital computers?

SECTION-D

Answer any ONE question

(1*12=12)

23. Briefly discuss about Flip-flop and its Types.
24. Briefly discuss about Register Transfer and Bus Transfer .



SECTION-A

Answer all questions

(10 * 1 = 10)

1. The attributes are called.....
A) information B) data members C) member function D) template
2. Dynamic binding is also known as.....
A) late binding B) early binding C) static binding D) function binding
3. C++ was developed by
A) Dennis Ritchie B) Ken Thompson C) Bjarne Stroustrup D) Kernighan
4. Identifiers refer to the name of
A) variables B) arrays C) functions D) all the above
5. Find out the odd one out:
A):: B)::* C) ->* D) .*
6. Declaration a pointer more than once may cause ____
A) Error B) trap C).abort D).Null
7. Which one is not a correct variable type in C++?
A). float B). real C). int D). double
8. Reusability of code in C++ is achieved through ____
A) Polymorphism B) Inheritance C) Encapsulation D) Both A and B
9. Which of the following cannot be friend?
A) Function B) class C) object D) operator function
10. An expression A.B in C++ means ____
A) A is member of object B B) B is member of Object A C) Product of A and B
D) None of these

SECTION-B

Answer any FIVE questions

(5*2=10)

11. What is inheritance?
12. What is token?
13. Define scope resolution?
14. What is class?
15. What is OOPS?
16. Define function?
17. Define polymorphism.

SECTION-C

Answer any THREE questions

(3*6=18)

18. What are the benefits of OOP?.
19. Explain about the basic data types in C++..
20. What are the applications of OOP?
21. Explain inheritance.
22. Explain polymorphism?

SECTION-D

Answer any ONE question

(1*12=12)

23. Briefly discuss about basic concepts of OOP.
24. Briefly discuss about basic structure of C++.
