NOVEMBER 2025 **53502/120C2A/ 141C2A**

Time : Three hours Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions

1. Define abstraction.
2. Write the use of destructor.
3. What is 'this' pointer?
4. What do you mean by function overloading?
5. List out the properties of operator overloading.
6. List the benefits of inheritance.
7. What is abstract class?
8. Differentiate between base class and derived class.
9. Define class template.
10. What is exception?
11. List the benefits of manipulators.
12. What is fstream class?

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions

13. Describe the features of object oriented programming.

14. Illustrate the use of overloading a function in C++.

15. Outline the concept of overloading an operator as a member function.

16. Compare multiple and hierarchical inheritance.

17. Explain about iterators in C++.

18. Describe how to handle exception in derived class.

19. Illustrate how to create manipulators in C++.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions

20. Discuss the concept of array of objects and pointer to objects with examples.

21. Develop a C++ program to perform the unary operator overloading.

22. Explain the need of virtual function and illustrate with a C++ program.

23. Write a detailed note on Standard Template Library (STL).

24. Elaborate on the various I/O streams and their uses.

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