

## B.Sc. Part—II (Semester—III) Examination

## COMPUTER SCIENCE/COMPUTER APPLICATION/INFORMATION TECHNOLOGY

## (Object Oriented Programming with C++ and Web Technology)

Time : Three Hours]

[Maximum Marks : 80

**Note** :—(1) All questions are compulsory.

(2) Question No. 1 carries 8 marks and all other questions carries 12 marks.

(3) Assume suitable data wherever necessary.

1. (A) Fill in the blanks :

(i) A function can return a value to the calling routine using the \_\_\_\_\_ statement.

(ii) \_\_\_\_\_ is the basic runtime entity in OOP.

(iii) \_\_\_\_\_ tag is used to link the style sheet.

(iv) The extension of the style sheet is \_\_\_\_\_.

2

(B) Choose correct alternative :

(i) The following preprocessor is used to define a symbolic constant :

(a) # include

(b) # define

(c) # error

(d) None

(ii) The variable which are declared within the class are called as :

(a) Object

(b) Method of class

(c) Data member

(d) Public

(iii) The language used to develop webpage is :

(a) HTTP

(b) Browser

(c) HTML

(d) Protocol

(iv) Star topology needs \_\_\_\_\_ an intermediate device.

(a) Switch

(b) Light

(c) Protocol

(d) Simplex

2

(C) Answer in **one** sentence :

(i) What is Function ?

(ii) What is Object ?

(iii) What is Communication ?

(iv) What is Hyperlink ?

4

2. (A) How object oriented programming language differs with procedure oriented programming ?

6

(B) Explain the symbolic constant with example.

6

**OR**

3. (A) Describe enumerated data type with example.

6

(B) Explain the following :

(i) Keywords

(ii) Constants.

6

4. (A) Explain scope resolution operator with example.

6

(B) Write a program to find sum of all odd numbers from 1 to 50 by using do-while loop.

6

**OR**

5. (A) Explain the following with example :

(i) For

(ii) Switch.

6

(B) Explain inline function with example.

6

6. (A) What is Class ? Explain, how member function of class can be defined outside the class ?

6

(B) Describe with example constructor with default argument.

6

**OR**

7. (A) Explain the following :  
(i) Data abstraction  
(ii) Data hiding. 6  
(B) Explain multiple constructor in a class with example. 6
8. (A) Explain hybrid network. 6  
(B) Explain completely connected network with its advantages. 6

**OR**

9. (A) Explain the concept and advantages of networking. 6  
(B) Explain the following :  
(i) Application layer  
(ii) Physical layer. 6
10. (A) Describe the need of HTML. 6  
(B) Explain the following tag with example :  
(i) <MARQUEE>  
(ii) <ROWSPAN>  
(iii) <COLSPAN> 6

**OR**

11. (A) Explain the Anchor tag <A > with suitable example. 6  
(B) What are the basic tags of HTML ? Explain with essential attributes. 6
12. (A) Explain CSS in HTML with example. 6  
(B) What is Style Sheet ? What are the advantages of using style sheets ? 6

**OR**

13. (A) Explain classes and ID attributes. 6  
(B) Explain height, width and margin properties of CSS. 6

