

IV B.Tech I Semester Supplementary Examinations, April/May 2005
OBJECT ORIENTED SYSTEMS DESIGN
(Common to Computer Science & Engineering and Information Technology)

Time: 3 hours

Max Marks: 70

Answer any FIVE Questions
All Questions carry equal marks

1. (a) What is polymorphism? Explain it with a suitable example.
(b) Explain various design phases and tools available for design.
2. (a) Discuss the Operator precedence in C++.
(b) Explain 'continue' and 'break' statements with examples.
3. (a) How access of class members can be controlled? Illustrate with an example.
(b) Explain the necessity of constructors. Discuss different types of constructors.
4. (a) Discuss the concept of operator overloading and write a C++ program for its illustration.
(b) What are the merits and demerits of dynamic allocation?
5. (a) Explain 'static' and 'dynamic' binding.
(b) How can a virtual function be called in base class constructors?
6. (a) What is inheritance? Describe different types of Inheritance.
(b) Explain Stream I/O in C++.
7. (a) Explain the terms 'templates' and 'class templates'. Give their applications.
(b) Write macros to simplify the declaration of generic classes.
(c) Discuss the role of set jmp and long jmp functions for exception handling.
8. Write a short notes on
 - (a) Top-down approach.
 - (b) Separation of responsibilities in software design.
