# SAZ3A

Time: Three hours.

Maximum: 75 marks

SECTION A —  $(10 \times 2 = 20 \text{ marks})$ 

Answer any TEN questions.

- What is an identifier?
- List the data types in C++. 2.
- Define Function Prototyping.
- Define a class.
- What is operator overloading?
- What is a file?
- What are data structures?
- What is an array?
- Write any two applications of Queue. 9.
- What are the different types of linked lists?
- Define siblings.
- Define directed graph.

#### SECTION B — $(5 \times 5 = 25 \text{ marks})$

#### Answer any FIVE questions

- 13. What are inline functions? Explain with an example.
- 14. Write a C++ program to explain multiple inheritance.
- 15. Explain function overloading in C++ with an example.
- 16. Describe the various file mode options available in C++.
- 17. Give a brief account on asymptotic notations.
- 18. Write a note on doubly linked list.
- 19. Explain any three hash functions.

## SECTION C — $(3 \times 10 = 30 \text{ marks})$

### Answer any THREE questions

- 20. Explain the following with examples:
  - (a) Call by reference
  - (b) looping structures in C++.

- 21. Explain the different types of constructors in C++ with examples.
- 22. Describe the various classes for file stream operations in C++.
- 23. Explain the algorithm to convert given infix expression into a postfix expression.
- 24. Discuss the traversal techniques of binary trees.