



Standard 11

COMPUTER SCIENCE

Time: 1.30 Hrs.

Marks: 50

Part - I

I. Answer all the questions:

10×1=10

- 1) Which is return data type of the function prototype of `add(int, int);`?
a) double b) float c) char d) int
- 2) By default, a string ends with which character?
a) `\n` b) `\t` c) `\0` d) `\b`
- 3) The identifiable entity with some characteristics and behaviour is
a) class b) object c) structure d) member
- 4) Which of the following access specifiers protects data from inadvertent modifications?
a) private b) protected c) public d) global
- 5) Which of the following reduces number of comparisons in a program?
a) Operator overloading b) Operations overloading
c) Function overloading d) Member overloading
- 6) Which header file defines the function `puts()`?
a) `ctype.h` b) `conio.h` c) `manip.h` d) `stdio.h`
- 7) Array index number always
a) Signed integer b) Unsigned integer
c) Unsigned float d) Unsigned value
- 8) Which of the following is an example of modular programming?
a) Fortran b) Python c) Pascal d) VB.net
- 9) Which of the following supports the transitive nature of data?
a) Inheritance b) Encapsulation c) Polymorphism d) Abstraction
- 10) In C++, Polymorphism is achieved through
a) Abstraction b) Data hiding c) Overloading d) Data binding

Part - II

II. Answer any 5 questions and question no. 16 is compulsory:

5×2=10

- 11) What are the importance of void data type?
- 12) What is the syntax to declare two-dimensional array?
- 13) Write the disadvantages of OOP.
- 14) Write down the importance of destructor.
- 15) List the operators that cannot be overloaded.
- 16) What are the differences between call by value and call by reference methods?
- 17) What is Encapsulation?

Kindly send me your answer keys to us - padasalai.net@gmail.com

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Part - III

III. Answer any 5 questions and question no. 23 is compulsory:

5×3=15

- 18) What is default argument? Give example.
- 19) How to access members of a Structure? Give example.
- 20) List some of the features of modular programming.
- 21) Write with example how will you dynamically initialize objects.
- 22) Discuss the benefits of constructor overloading.
- 23) Write a C++ program to read and print a 3×3 matrix.
- 24) Write short notes on memory allocation of objects.

Part - IV

IV. Answer all the questions:

3×5=15

- 25) What is recursion? Write a program to find the factorial of the given number using recursion. **(OR)**
Explain the scope of variables with example.
- 26) Write the difference between object oriented programming and procedural programming. **(OR)**
Write a C++ program to find maximum value stored in a one-dimensional array.
- 27) What are the characteristics of Construction? **(OR)**
What is Copy Constructor? Explain with example program.
