SAMPLE QUESTION PAPER 2019-20

## Marking Scheme

COMPUTER SCIENCE - OLD (Code: 283)
CLASS:-XII
Time: 3 Hrs.

| Q. No. | Part | Question Description | Marks |
| :---: | :---: | :---: | :---: |
| 1 | (a) | Write the type of C++ Operators (Arithmetic, Logical, and Relational Operators) from the following: <br> (i) !(ii) !=(iii) \&\&(iv) \% | 2 |
|  | Ans. | (i) Logical (ii) Relational (iii)Logical (iv) Arithmetic |  |
|  |  | (1/2 Mark for each correct Operator Type) |  |
|  | (b) | Observe the following program very carefully and write the name of those header file(s), which are essentially needed to compile and execute thefollowing program successfully: ```void main() { char text[20], newText[20]; gets(text); strcpy(newText,text); for(int i=0;i<strlen(text);i++) if(text[i]=='A') text[i]=text[i]+2; puts(text); }``` | 1 |
|  | Ans. | - stdio.h <br> - string.h |  |
|  |  | ( $1 / 2$ Mark for writing each correct header file) NOTE: Any other header file to be ignored |  |
|  | (c) | Rewrite the following C++ code after removing any/all Syntactical Error(s) with each correction underlined. <br> Note: Assume all required header files are already being included in the program. <br> \#define float PI 3.14 <br> void main( ) <br> \{ <br> float $\mathrm{R}=4.5, \mathrm{H}=1.5$; <br> $\mathrm{A}=2 * \mathrm{PI} * \mathrm{R} * \mathrm{H}+2 * \operatorname{PIpow}(\mathrm{R}, 2)$; <br> cout $\ll$ 'Area=' $\ll$ A $\ll$ endl; <br> \} | (2) |


|  |  | ```#define PI 3.14//Error 1 void main() { float }\textrm{R}=4.5,\textrm{H}=1.5 floatA=2*PI*R*H + 2*PI*pow(R,2); //Error 2, 3 cout<<"Area="<<A<<endl; //Error 4 } (1/2 Mark for each correction) OR (1 mark for identifying the errors, without suggesting corrections)``` |  |
| :---: | :---: | :---: | :---: |
|  | (d) | ```Find and write the output of the following C++ program code: Note: Assume all required header files are already being included in the program. void main( ) \{ int \(\operatorname{Ar}[]=\{6,3,8,10,4,6,7\} ;\) int \(* \operatorname{Ptr}=\mathrm{Ar}, \mathrm{I}\); cout<<++*Ptr++ << '@' ; \(\mathrm{I}=\mathrm{Ar}[3]-\operatorname{Ar}[2]\); cout<<++* \((\operatorname{Ptr}+\mathrm{I}) \ll{ }^{\prime} @\) '<<" \(\backslash n "\); cout<<++I + *Ptr++ <<'@'; cout<<*Ptr++ <<'@'<<' \({ }^{\prime} n^{\prime}\); for ( ; I >=0 ; I-=2) cout \(\ll \operatorname{Ar}[\mathrm{I}] \ll ' @ '\); \}``` | (3) |
|  | Ans | $\begin{aligned} & 7 @ 11 @ \\ & 6 @ 8 @ \\ & 11 @ 3 @ \end{aligned}$ |  |
|  |  | ( $1 / 2$ Mark for writing each correct value) <br> OR <br> (Only $1 / 2$ Mark for writing all '@' at proper places) <br> Note: <br> - Deduct only $1 / 2$ Mark for not considering any or all correct placements of @ <br> - Deduct only $1 / 2$ Mark for not considering any or all line break |  |
|  | (e) | ```Find and write the output of the following C++ program code: typedef char STRING[80]; void MIXNOW(STRING S) { int Size=strlen(S); for(int I=0;I<Size;I+=2) { char WS=S[I];``` | (2) |



| $\begin{aligned} & \hline 2 \\ & 3 \end{aligned}$ | (a) | What is a copy constructor? Illustrate with a suitable C++ example. ```A copy constructor is an overloaded constructor in which an object of the same class is passed as reference parameter. class X { int a; public: X() { a=0; } X(X &ob) //copy constructor { a=ob.a; } };``` <br> (Full 2 Marks to be awarded if the copy constructor is explained with an appropriate example) <br> OR <br> (1 Mark for correct explanation of copy constructor only without an example) | (2) |
| :---: | :---: | :---: | :---: |
|  | (b) | Write the output of the following C++ code. Also, write the name of feature of Object Oriented Programming used in the following program jointly illustrated by the Function 1 to Function 4. ```void My_fun() // Function 1 { for (int I=1 ; I<=50; I++) cout<< "-" ; cout<<end1 ; } void My_fun (int N) // Function 2 { for (int I=1 ; I<=N ; I++) cout<<"*" ; cout<<end1; } void My_fun (int A, int B) // Function 3 { for (int I=1.; I<=B ;I++) cout <<A*I ; cout<<end1; } void My_fun (char T, int N) // Function 4 { for (int I=1 ; I<=N ; I++) cout<<T ; cout<<end1;``` | (2) |
























