

**Standard 11****COMPUTER SCIENCE**

Time: 1.30 Hrs.

Marks: 50

PART - I**I. Answer all the questions:****10×1=10**

- 1) Which function is used to check whether a character is alphanumeric or not?
a) isalpha() b) isdigit() c) isalnum() d) islower()
- 2) Which of the following is the scope operator?
a) > b) & c) % d) ::
- 3) If two strings are equal, then strcmp() function returns the value
a) 0 b) -1 c) +1 d) =
- 4) By default, a string ends with which character?
a) \n b) \t c) \o d) \b
- 5) In C++ structure is declared using the keyword
a) structure b) stru c) struct d) structur
- 6) Which of the following is a user defined data type?
a) class b) float c) int d) pointer
- 7) Which of the following is a technique of building new classes from an existing class?
a) Inheritance b) Polymorphism c) Encapsulation d) Abstraction
- 8) The member function defined within the class behave like _____ function.
a) non inline b) inline c) outline d) data
- 9) How many number of destructors can a class in C++ contain?
a) 4 b) 3 c) 2 d) 1
- 10) Which of the following is not true with respect to function overloading?
a) The overload functions must differ in their signature.
b) The return type is also considered for overloading a function.
c) The default arguments of overloaded functions are not considered for overloading.
d) Destructor function cannot be overloaded.

PART - II**II. Answer any 5 questions and question no. 17 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) What is the difference between class and object in terms of OOP?
- 15) What is data hiding?

- 16) What is function overloading?
- 17) Write the syntax for overloading an operator.

PART - III

III. Answer any 5 questions and question no. 23 is compulsory: 5×3=15

- 18) Write about strcmp() function.
- 19) Write note on header files.
- 20) Write note on structure assignment.
- 21) What is called anonymous structure? Give example.
- 22) List some features of modular programming.
- 23) What are the advantages of declaring constructors and destructors under public accessibility?
- 24) What is polymorphism? How is it achieved in C++?

PART - IV

IV. Answer ALL the questions: 3×5=15

- 25) Explain call by value method with suitable example.

(OR)

Explain the scope of variables with example.

- 26) Write the differences between object oriented programming and procedural programming.

(OR)

Write a C++ program to subtract any two matrices.

- 27) Mention the differences between constructor and destructor.

(OR)

What is operator overloading? Explain with example.
