

4. Explain the various inheritance types available in C++ with examples. (20)
 5. (a) Describe the rules for operator overloading. (10)
(b) Write a C++ program to add two complex numbers using operator overloading. (10)
 6. With examples explain various loop control statements in C++ and compare them.
 7. What is an exception? Explain exception handling features in detail.
 8. Discuss about C++ stream I/O systems.
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one copy

Reg. No. :

D 2092

Q.P. Code : [07 DIT 04]

(For the candidates admitted from 2007 onwards)

B.Sc. DEGREE EXAMINATION, DECEMBER 2013.

Second Year

Part III — Information Technology

OBJECT ORIENTED PROGRAMMING WITH C++

Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

(5 × 20 = 100)

1. (a) Explain the features of an object oriented programming. (10)
(b) Explain the structure of C++ program with an example. (10)
2. Explain about function overloading and inline function with examples. (20)
3. (a) Compare the usage of access specifiers private, public and protected. (10)
(b) Explain the purpose of using constructors and destructors. (10)

6. What is a process? What are the different states of a process? Explain each State's function of a process.
 7. Explain the organization and functions of file system.
 8. Explain in detail about data base management.
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Reg. No. :

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Q.P. Code : [07 DIT 05]

(For the candidates admitted from 2007 onwards)

B.Sc. DEGREE EXAMINATION, DECEMBER 2013.

Second Year

Part III — Information Technology

SYSTEM SOFTWARE AND OPERATING SYSTEM

Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

All questions carry equal marks.

(5 × 20 = 100)

1. Explain in detail about machine dependent loader features.
2. Describe about text editor structure in detail.
3. Write about macro processor design option.
4. Explain about machine dependent code optimization in detail.
5. Describe in detail about p-code compiler.

5. (a) With an example, explain about functional testing. (10)
(b) With an example, explain about system testing. (10)
6. Explain the future of software Engineering in detail. (20)
7. Explain about component – based software engineering in detail. (20)
8. Explain about Test cases and test plans in detail. (20)
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Reg. No. :

D 2094

Q.P. Code : [07 DIT 06]

(For the candidates admitted from 2007 onwards)

B.Sc. DEGREE EXAMINATION, DECEMBER 2013.

Second Year

Part III — Information Technology

SOFTWARE ENGINEERING

Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

- (a) State some definition of software Engineering. (6)
(b) Explain about quality and productivity factors in detail. (14)
- Explain about software cost estimation technique in detail. (20)
- (a) Discuss software requirements specification. (10)
(b) Describe how software requirements are documented? State the importance of documentation. (10)
- Explain about verification and validation techniques in detail. (20)

4. (a) List the major C++ features that were intentionally omitted from Java or significantly modified. (10)
- (b) Explain about operators available in Java. (10)
5. (a) What is an interface? List the similarities between interfaces and classes. (10)
- (b) Define the term thread. Describe its complete life cycle. (10)
6. (a) Describe the steps involved in loading and running a remote applet. (10)
- (b) What is the application of java.awt? Write an applet code that will draw three concentric circles on the screen. (10)
7. Give the purpose of a control statement. Discuss on any two statements with examples. (20)
8. Explain about multiple inheritance in java in detail. (20)

Reg. No. :

D 2095

Q.P. Code : [07 DIT 07]

(For the candidates admitted from 2007 onwards)

B.Sc. DEGREE EXAMINATION, DECEMBER 2013.

Second Year

Part III — Information Technology

INTERNET AND JAVA PROGRAMMING

Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

1. Discuss about :
- (a) WWW
- (b) HTML. (10 + 10)
2. (a) What is an IP address? Explain in detail. (10)
- (b) Explain about internet protocols in detail. (10)
3. (a) Describe the structure of a typical Java program. (10)
- (b) Explain about data types available in Java. (10)