

4. What is operator overloading? Write a program to add two complex numbers using operator overloading and explain. (20)
5. What is inheritance? Discuss the types of inheritance with examples. (20)
6. What is meant by array? Explain in detail with examples.
7. (a) Discuss the file processing features with examples. (10)
(b) What is a template? Explain it with an example. (10)
8. Discuss :
(a) Inline functions
(b) Virtual functions. (10 + 10)
-

Reference
Copy

Reg. No. :

D 1060

Q.P. Code : [07 DIT 04]

(For the candidates admitted from 2007 onwards)

B.Sc. DEGREE EXAMINATION, MAY 2013.

Second Year

Part III — Information Technology

OBJECT ORIENTED PROGRAMMING WITH C++

Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

All questions carry equal marks.

(5 × 20 = 100)

- (a) Discuss about the features of object oriented programming. (10)
(b) What is a friend function? Explain the use of friend function with an example program. (10)
- What is a constructor? Explain the different types of constructors with examples. (20)
- (a) What is polymorphism? Explain with an example. (10)
(b) Write a note on member functions. (10)

5. (a) Explain the concept of structured variables. (10)
(b) Discuss the significances of p-code compilers. (10)
6. Explain interrupt processing and interrupt classes in detail. (20)
7. Explain in detail about pre emptive and non pre emptive scheduling. (20)
8. Explain the organization and functions of file. (20)
-

Reg. No. :

D 1061

Q.P. Code : [07 DIT 05]

(For the candidates admitted from 2007 onwards)

B.Sc. DEGREE EXAMINATION, MAY 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 the algorithm for one-pass assemblers. (20)
2. Explain the features for a one - pass macro processor. (20)
3. Explain the features of a machine dependent loaders briefly. (20)
4. Describe the concept of text editors. (20)

4. (a) Define coding. What should be the goal of coding? Explain in detail. (10)
- (b) Provide a list of general rules of what to do and what not to do to produce readable codes. (10)
5. What is system testing? What are the various factors that should be completed during system testing? Explain in detail. (20)
6. (a) With an example explain about functional testing. (10)
- (b) Is functional testing possible or even desirable in all circumstances? Provide examples for your answer. (10)
7. Describe the concepts of PERT/CPM in detail. (20)
8. (a) Write a brief note on the web application development engineering. (10)
- (b) What is S/W reengineering? Describe the process model. (10)

Reg. No. :

D 1062

Q.P. Code : [07 DIT 06]

(For the candidates admitted from 2007 onwards)

B.Sc. DEGREE EXAMINATION, MAY 2013.

Second Year

Part III — Information Technology

SOFTWARE ENGINEERING

Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

(5 × 20 = 100)

1. (a) List and explain the main objectives of software engineering in detail. (10)
- (b) What are the main factors that influence the project size, quality and productivity and explain in detail. (10)
2. Explain in detail about formal specification techniques. (20)
3. What is a software requirement? What are the various methods of gathering software requirements? Explain in detail. (20)

4. Explain the string handling features of Java in detail. (20)
 5. Explain the iteration statements that are available in Java. Give examples. (20)
 6. (a) What is meant by array in Java? Explain with examples. (10)
(b) Discuss multiple inheritance in Java. (10)
 7. Write the life cycle of a thread. Give an example of a Java program to explain the use of thread priorities. (20)
 8. (a) How will you draw polygons using applets? Explain. (10)
(b) Explain exception handling features of Java. (10)
-

Reg. No. :

D 1063

Q.P. Code : [07 DIT 07]

(For the candidates admitted from 2007 onwards)

B.Sc. DEGREE EXAMINATION, MAY 2013.

Second Year

Part III – Information Technology

INTERNET AND JAVA PROGRAMMING

Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

(5 × 20 = 100)

1. (a) Explain the features of Internet protocol. (10)
(b) How e-mail works? Explain using a neat diagram. (10)
2. Explain about basic concepts of HTML in detail. (20)
3. (a) Describe the automatic type promotion rules of Java language with suitable examples. (10)
(b) What are bitwise operators? Explain the uses of all bitwise operators available in Java. (10)