

CLASS XII GUESS PAPER COMPUTER SCIENCE

TIME: 50 Mins

MARKS: 25

1. How does inheritance support the concept 'reusability' in C++? 1
2. Will the inline function be compiled as the inline function always? Justify. 1
3. What is the difference between class & an object? 1
4. What is the purpose of class static specifier (declaration)? 1
5. What do you mean by Polymorphism? 1
6. What is the significance of the access specifier in a class? 1
7. Consider the following declaration and answer the question below: 2

```
Class SmallObj
{
    Private:
        int some, more;
        void err_1()
    { cout<< " error";
    }
    Public:
        void Xdata (int d) {some=d; more= d++;}
        void Ydata() { cout<< some << " " << more;}
};
```

- a. Write the name that specifies the above class.

- b. Write the data of the class with their access scope.
c. Write all member functions of the class along with their access scope.
d. Indicate the member function of the SmallObj that sets data.
8. A class called A is declared and all its data member and member functions are private. 2
Is it possible to declare an object of type A and use it in any function? Justify your answer.
9. Describe the methods of accessing data members function in the following: 2
(i.) Inside the main program. (ii.) Inside the member function of the class.
10. Differentiate between the message and method 2
- 11 What is a container class? How many types are there? 2
- 12 a. What is encapsulation & Data hiding? 3
b. What are modifiers? What is it called?
13. What do you understand by procedural programming paradigm & object oriented programming paradigm? Write two advantages OOPS over Procedural programming . 3
14. Define a class *report* with following specifications: 3

Private members

admission no	4 digit admission no.
name	20 characters.
Marks	an array of 5 floating point values.
average	average marks obtained.
getavg()	to compute average obtained in 5 subjects.

Public members:

Read_info()_ function to accept values for admission no, marks, name

Diaplayinfo() and invoke function getavg().
function to display data members on screen you should give
function definitions

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