Programming in C & C++

PART-A

Q1- Explain Function Overloading with the help of an example.

Q2- How do we make virtual functions "public" ? Explain with the help of an example. What are the implications of making a function, a pure virtual function ?

Q3- Explain constructor and destructor with the help of examples.

Q4- List the features of Object Oriented Programming.

Q5- What is Inheritance? What are base and derived classes ? Give a suitable example of inheritance.

PART-B

Q1- Write a C program to calculate the perimeter and area of a circle whose radius is given in centimeters.

Hint : Perimeter = 2 x 3.14 x r

Area = nr^2

Q2- Write a C program to count and print the number of words in a given string.

Computer Hardware And Maintenance.

PART-A

Q 1-Explain memory hierarchy in a computer system with the help of a diagram.

Q2-What is Network Topology? Explain the advantages and disadvantages of any two network topologies

Q 3-What are Computer Viruses? Explain the various categories of viruses.

Q4-fine Parallel Processing. Briefly explain the four categories of parallel computers as given by M.J. Flynn.

Q5-xplain memory hierarchy in a computer system with the help of a diagram.

PART-B

Q1-What is Cache Memory ? Explain the advantages of cache memory in a computer system.

Q2-Write the steps involved in creating a PowerPoint presentation to perform the following tasks :

(i) Add a video clip in the PPT file.

(ii) (ii) Add an MS-Excel sheet in the PPT file.

Electronic Instruments And Measurement

Part -A

1) How many types of Electrical measuring instrument? explain all.
2) Difference between ammeter and voltmeter
3) explain construction and working of moving iron instrument.
4) Explain working principle of Magger .
5) What is earth tester? write short note.

Part-B

1) Draw the block diagram of digital multimeter.
2) Short note on tong tester.
3) Derive the expression of Maxwell inductance bridge.
4) What is CRO? Explain the working
5) Explain the methods of liquid level measurement.

Applied Mathematics-III