

**VIT**

Vellore Institute of Technology

SLOT : E2

**SCHOOL OF INFORMATION TECHNOLOGY AND ENGINEERING****CONTINUOUS ASSESSMENT TEST - II - WINTER SEMESTER - 2022-23**

Programme Name &amp; Branch: B.TECH

Class Number(s): VL2022230506398

Course Code: BCSE102L

Course Name: Structured and object Oriented Programming

Faculty Name(s): Bhuvana S

Exam Duration: 90 Mins

Maximum Marks: 50

**ANSWER ALL THE QUESTIONS (5 X 10 = 50 MARKS)**

Q.NO.	Questions	Max. Marks
1.	<p>Read a list of numbers 2,4,1,8,9,5,3,0 from user and store it in an one dimensional using dynamic memory allocation method.</p> <p>a) Write a C program to sort a list of above array elements and display. (5 Marks)</p> <p>b) Write a C program to search a given elements of above one dimensional array and display the result as "FOUND " if search is successful else display the result as "NOT FOUND".(5 Marks)</p>	10
2.	<p>Create a structure named <i>Time</i> with data members Hour (unsigned int), Minute (unsigned int), Second (unsigned int). Write an interactive C program which reads two sets of Time inputs(Hours, Minutes, Seconds) from user and initialize in two structure variables namely <i>Time1, Time2</i> and pass the structure variables <i>Time1, Time2</i> as arguments to function <i>compute()</i>. In function, <i>compute()</i> write appropriate code to add two time variables and display the result.</p> <p><b>Input : Enter hours ,Minutes and Seconds</b>  Hours: 5;Minutes: 10;Seconds: 45  Hours: 6;Minutes: 40;Seconds: 45  <b>Total Time is: 11 hours 51 minutes 30 seconds</b></p>	10
3	<p>Imagine a tollbooth at a bridge. Cars passing by the booth are expected to pay a 50 cent toll. Mostly they do, but sometimes a car goes by without paying. The tollbooth keeps track of the number of cars that have gone by, and of the total amount of money collected. Model this tollbooth with a class called <i>tollBooth</i>. The two data items are a type unsigned int to hold the total number of cars, and a type double to hold the total amount of money collected.</p> <p>A <i>constructor</i> initializes both of these to 0. A member function called <i>payingCar()</i> increments the car total, and adds 0.50 to the cash total. Another function called <i>nopayCar()</i>, increments the car total but adds nothing to the cash total. Finally, a member function called <i>display()</i> compute the total amount received from <i>payingCar</i> and total no of car crossed under the category <i>nopayCar</i>. Write a C++ program that allows the user to choose option 1 to count a paying car, option 2 to count a nonpaying car and option 3 to display the total cost and total car. providing other option should cause the program to terminate. The program should repeatedly get the input until user press -1.</p> <p><b>Input: Enter the option:1</b>  <i>payingcar()</i> is invoked  Enter the option:2  <i>nopaycar()</i> is invoked  Enter the option:2  <i>nopaycar()</i> is invoked  Enter the option:3  <b>Total amount paid under <i>payingcar</i> : 1.00</b>  <b>Tot_car crossed under <i>nopaycar</i> :2</b>  Enter option:-1;End</p>	10

4.

a) What will be the output of the following code segment? ( 4 Marks)

```
#include <stdio.h>
int main()
{
    int track[]={10,20,30,40},*striker;
    striker=track;
    track[1]+=30;
    printf("\n Striker %d",*striker);
    *striker-=10;
    striker++;
    printf("Next@%d",*striker);
    striker+=2;
    printf("Last@%d",*striker);
    printf("Reset To %d",track[0]); return 0;}

```

b) For the following code segment, answer the given questions below.

```
#include <iostream>
using namespace std;
class Class1 {
private: int x,y;
public: void xx()
        { cout<<"inside base class";}
protected:
    void fun1()
    {
        cout << "Fun1() called" << endl; };
class Class2 : public Class1 {
protected: int m,n;
public:
    void fun2()
    {
        cout << "Fun2() called" << endl; };
class Class3 : Class2 {
public:
    void fun3() {
        cout << "Fun3() called" ; };
int main()
{
    Class3 OB; OB.fun1(); return 0;}

```

- a) Identify the error in the above code segment. (2 Marks)
- b) Write down the data member inherited by class2. (2 Marks)
- c) List the member function accessible from class3. (2 Marks)

10

5.

Create a class called *door* which has *no\_of\_door*, *unit\_cost*, *total\_cost\_door* as the data members. define member function named *get\_door()* to get the details of door and find the total cost. Create another class called *window* which contains *no\_of\_windows*, *unit\_price* and *total\_cost\_window* as the data members also define member function called *get\_window()* to read the details of the window and find the total cost of the windows. Create a new class *house* by inheriting *door* and *window* class. It has data members *no\_of\_squarefeet* and *cost\_square* as the data members. define appropriate member function in house class to get the input details and compute the total cost of constructing a house. Construction cost includes total square feet cost ,total no of door cost and total no of window cost. Write a C++ program to model the above relationship also specify what type of relationship this model belong to.

10