

CLASS: XII	INDIAN SCHOOL MUSCAT SECOND PERIODIC ASSESSMENT	SUBJECT: COMPUTER SCIENCE
	SET - B	
QP.NO.	VALUE POINTS	SPLIT UP MARKS
1.	Data members of a class is to be given under the private visibility mode so that it is hidden from outside world. The member function and constructors are to be given in the public visibility mode of the class so that objects of the class can access it. The data's that has to be inherited to the derived class has to be given in the protected visibility mode of the class. class is group of objects which shares common properties and relationships and object is an identifiable entity with some characteristics and behaviour.	$1\frac{1}{2} + \frac{1}{2} \text{ (Eg)} = 2$
2.	A static member function of a class uses the keyword static in front of it. It can access only a static data member(s) of a class. A static function can be called from outside by full qualified name without the class object. Eg: class ABC{ int x; static int y ; public: static void get() { cout<< "\n y ="<< y;} }; int ABC :: y = 2; void main() { ABC:: get() ; }	$1 + 1 \text{ (Eg)} = 2$
3.	class is group of objects which shares common properties and relationships and object is an identifiable entity with some characteristics and behaviour.	$\frac{1}{2} + \frac{1}{2} = 1$
4.	Date :1 1024#150 Date :29 2015#400 Date :20 1001#180 Date :15 1001#230	$\frac{1}{2} + \frac{1}{2} + \frac{1}{2} + \frac{1}{2}$ $\frac{1}{2} + \frac{1}{2} + \frac{1}{2} + \frac{1}{2}$ $= 4$
5.	<u>#include<iostream.h></u> <u>#include<stdio.h></u> <u>class</u> Admission { int Adno ; char name[25] ; <u>public:</u> void getdata()	(6 Errors) $\frac{1}{2} + \frac{1}{2} + \frac{1}{2} + \frac{1}{2}$ $\frac{1}{2} + \frac{1}{2} = 3$

	<pre> { cout<< " Enter the admission number:"; cin>> Adno; cout<< "\n Enter name:" ; gets(name) ; } void display() { cout << "Admission number :"<< Adno; cout<< "\nName:" <<name ; } } ; void main() { Admission AD; <u>AD.getdata()</u> ; <u>AD.display()</u>; } </pre>	
6.	<pre> class BUS{ int Busnumber ; char Destination[25] ; float Distance , Fuel ; void CALCFUEL() { if(Distance >2000) Fuel= 2200; else if(Distance >1000 && Distance<=2000) Fuel= 1100 ; else Fuel=500 ; } public: void FEEDINFO() { cout<< "\n Enter the Bus number :" ; cin>> Busnumber ; cout<< "\n Enter the destination :" ; gets(Destination) ; cout<< "\n Enter the distance :" ; cin>> Distance ; CALCFUEL() ; } void SHOWINFO() { cout<< "\n Bus number:" << Busnumber ; cout<< :\n Destination :" << Destination ; cout<< :\n Distance :" << Distance ; cout<< :\n Fuel :" << Fuel ; } }; </pre>	<p>(1+1+1+1) = 4 Marks</p>
7.	<pre> class SQUARE { int Sno ; float Side ; float Area ; void CalcArea() {Area = Side * Side;} public: void GetValues() ; </pre>	<p>class definition (1) + Member functions definition (3) = (4 Marks)</p>

	<pre>void ShowArea() ; }; void SQUARE:: GetValues() { cout<< "\nEnter the square no:" ; cin>>Sno ; cout<< "\n Enter the side :" ; cin>> Side ; CalcArea(); } void SQUARE::ShowArea() { cout<< "\n Sno:<<Sno<< "\nSide:"<< Side<< "\nArea:"<< Area<<endl; }</pre>	
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