

Reg No.: _____

Name: _____

APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY
Third Semester B.Tech (minor) Degree Examination December 2020



Course Code: CST281

Course Name: OBJECT ORIENTED PROGRAMMING

Max. Marks: 100

Duration: 3 Hours

PART A

Answer all questions. Each question carries 3 marks

- | | Marks |
|---|-------|
| 1 Define the term object in "Object Oriented Programming". Give an example. | (3) |
| 2 Compare java application and java applet. | (3) |
| 3 Describe different integer data types in java. | (3) |
| 4 Illustrate the use of this keyword with an example. | (3) |
| 5 What is the use of final keyword? | (3) |
| 6 What is the concept of packages? List any 3 frequently used packages in java. | (3) |
| 7 Discuss the statement "A user can create a custom exception". | (3) |
| 8 List the different stream classes of java. | (3) |
| 9 Illustrate the use of charAt() function in java. | (3) |
| 10 What is JFrame? | (3) |

PART B

Answer any one question completely from each module. Each question carries 14 marks

Module 1

- | | |
|--|-----|
| 11 a) Discuss the advantages and disadvantages of OOD. | (6) |
| b) Illustrate any 4 buzzwords of java. | (8) |
| 12 a) Develop the use case model for word processor software such as Microsoft Word. | (8) |
| b) Explain the concept of inheritance, list the advantages of inheritance. | (6) |

Module 2

- | | |
|--|------|
| 13 a) Show the use of loop statements in java with examples. | (12) |
| b) What do you mean by command line arguments? | (2) |
| 14 a) Discuss the advantage of Vector over an array. | (6) |
| b) What is constructor? What are the different types of constructors, explain with examples. | (8) |

Module 3

- 15 a) Show the usage of **super** keyword. (6)
b) Differentiate between method overriding and method overloading. (8)
- 16 a) Explain the visibility of class members in java. (12)
b) How an interface is created in java. (2)

Module 4

- 17 a) Show the usage of any 5 important String functions. (10)
b) Write a program in java to read a paragraph from a text file and print to console. (4)
- 18 a) Write a program in java to reverse a string using the StringBuffer object. (5)
b) Explain about byte stream classes and functions in java. (9)

Module 5

- 19 a) Explain the Delegation Event Model. (9)
b) Explain about thread priority. (5)
- 20 a) Discuss the components and containers in Swing. (8)
b) What is Runnable? Show its usage. (6)
