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Reg No.:_____   Name:_____

APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY

Fourth Semester B.Tech Degree (S,FE) Examination June 2022 (2015 scheme)

Course Code: CS206

Course Name: OBJECT ORIENTED DESIGN AND PROGRAMMING (CS)

Max. Marks: 100   Duration: 3 Hours

PART A

Answer all questions, each carries 3 marks.   Marks

1	What are the advantages of uising UML diagrams?	3
2	Illustrate the features of a class diagram with an example	3
3	Outline the properties of a Constructor.	3
4	Explain the concept of method overloading.	3

PART B

Answer any two full questions, each carries 9 marks.

5	a)	Draw the use case diagram of an Online Classroom system	5
	b)	What information is conveyed by the following construct?	4
		Student obj = new Student();	
6		List the mechanisms provided by object-oriented programming languages that help to implement object oriented model.	9
7	a)	Write a java program to find the sum of two matrices	4
	b)	What are the primitive numeric data types in java? Outline the need for having more than one numeric type?	5

PART C

Answer all questions, each carries 3 marks.

8	State the uses of final keyword	3
9	Explain how data abstraction is made possible in Java	3
10	Explain the advantages of Multithreading?	3
11	Illustrate the Character Stream class hierarchy	3

PART D

Answer any two full questions, each carries 9 marks.

12	Write a Java Program to create two Threads, MultiThree and MultiFive. MultiThree displays all multiples of 3 upto 10 while MultiFive displays all multiples of 5.	9

13		Explain in detail the Exception handling mechanism in Java	9
14	a)	Explain the uses of 'extends' and 'implements' keywords	4
	b)	Write a Java program to read a set of characters using BufferedReader	5

PART E

Answer any four full questions, each carries 10 marks.

15	a)	Differentiate between Swing and AWT	5
	b)	How can we pass parameters to an Applet? Explain with an example.	5
16	a)	Describe the steps for establishing JDBC connectivity in a Java program with an example	10
17	a)	Explain the concept of Containers and Components used in AWT programming? List any two examples for each.	5
	b)	Outline the use of FlowLayout manager with an example	5
18	a)	Write an Applet based program to add two numbers	7
	b)	What is the use of appletviewer?	3
19	a)	List any five event sources and their corresponding event types and listeners used.	5
	b)	Differentiate between String and StringBuffer classes.	5
20	a)	Develop an AWT program that allows to input an amount in Rupees and display it in Dollars (Assume 1 Dollar = 70 Rupees).	5
	b)	Explain the working of Delegation Event Model.	5

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