0800CST281122002

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Name:

APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY

Third Semester B.Tech (Minor) Degree Examination December 2024 (2023 Admission) URUT

Course Code: CST281

Course Name: OBJECT ORIENTED PROGRAMMING

Max. Marks: 100

Duration: 3 Hours

Pages:

PART A

	Answer all questions. Each question carries 3 marks	Marks
1	Describe the structure of a Java program.	(3)
2	Demonstrate the role of an Activity diagram in OOD.	(3)
3	Write a program to print the odd numbers between 1 and 100.	(3)
4	What is recursion? Present with an example.	(3)
5	What is the use of import keyword?	(3)
6	Describe unchecked exception.	(3)
7	List and explain about any 2 constructors of File class.	(3)
8	Demonstrate the use of indexOf() in String class.	(3)
9	What is a thread?	(3)
10	Explain the parts of the statement, JFrame.EXIT_ON_CLOSE	(3)

PART B

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

Module 1

11	a)	Compare Functional Oriented and Object Oriented Design approaches.	(8)		
	b)	Describe the terms JDK, JRE and JVM.	(6)		
12	a)	Define the structure of Class diagram and Interaction Diagram.	(6)		
	b)	What is java applet? How an applet is different from an application?	(8)		
Module 2					
13	a)	List the 8 basic data types in java. How they are used in a program.	(8)		
	b)	Write a program in java to check whether the given character is a vowel.	(6)		
14	a)	Show the different precedence levels of operators in java.	(6)		
	b)	Discuss the use of static, final, this and super keywords in java with	(8)		
		examples.			

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Module 3

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15	a) Describe the different forms of inheritance in java.	(9)
	b) Write a program that generates an ArrayIndexOutOfBoundsException	(5)
16	Design a class to represent a bank account, includes the following data members 1.Name 2. Account Number 3. Type of Account 4. Balance and a constructor for assigning initial values and methods to deposit an amount, withdraw an amount after checking balance, display name and balance. Write a complete java program for implementing the class.	(14)
	Module 4	
17	a) What is an iterator? How it is useful to access an ArrayList?	(6)

17	a) What is an iterator? How it is useful to access an ArrayList?	(6)
	b) Describe DataOutputStream and DataInputStream and its functions	(8)
18	a) Compare String and StringBuffer class methods.	(6)
28.11	b) How files are created for input and output operations in java.	(8)
in , 2	Module 5	
19	a) Describe the complete lifecycle of a thread.	(5)
	b) Write a java program to create a login window using Swing.	(9)
20	a) What is thread synchronization?	(4)
	b) Explain about any 5 different classes from javax.swing package.	(10)

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