

## GANPAT UNIVERSITY

B. Tech. Semester: III Computer Engineering/Information Technology

CBCS Regular Examination November-December 2014

2CE304/2IT304: Object Oriented Programming

Time: 3 Hours

Total Marks: 70

- Instruction: 1. Attempt all questions.  
2. Figures to the right indicate full marks.  
3. Each section should be written in a separate answer book.

## SECTION - I

- Que.1 [A] Define following terms. [4]  
1) Object 2) Class 3) Data Abstraction 4) Encapsulation
- [B] 'Java is compiled, interpreted and portable language': Justify the statement. [4]
- [C] Explain explicit and implicit type casting with example. [4]
- OR
- Que.1 [A] Define Inheritance. What are the advantages of inheritance? Explain different types of Inheritance in brief. [4]
- [B] Explain Java program structure. List out the key features of Java. [4]
- [C] What is enhanced for loop? Write a program to find maximum from array using enhanced for loop. [4]
- Que.2 [A] Discuss static members of class with example. How are they different from instance members of class? [5]
- [B] What is constructor? Explain the role, characteristics and types of constructor with example. What is constructor overloading? [6]
- OR
- Que.2 [A] Explain dynamic method dispatch with example. [5]
- [B] Discuss the use of final and this keywords. When do we declare a class as abstract? [6]
- Que.3 [A] Define command-line argument. Write a program to print a table of the powers of 2 that are less than or equal to  $2^N$  using command-line argument. [3]
- [B] Write a java program to create a class **Cube** which has an integer attribute **length** (representing the length of its side). The class should be capable of calculating its surface area using **getSurfaceArea()** method and volume using **getVoulme()** method. Also it has method **set\_info()** to set instance variables. Create an object of **Cube** to test member function. [4]  
Cube Surface Area =  $6 * l^2$ , Cube Volume =  $l^3$  ( $l$ =length)
- [C] What is method overriding? Write a program to calculate the area of triangle and rectangle using method overriding by creating a base class **Figure**. **Figure** class has two instance variables **dim1**, **dim2** and one method **area()**. Derive **Triangle** and **Rectangle** class by extending **Figure** class. Both **Triangle** and **Rectangle** class override the **area()** to calculate the area of triangle and rectangle. Add required constructor in every class to initialize class data member. [5]

SECTION – II

- Que.4 [A] Write a program to sort an array of integers. [4]  
[B] What is package? Give the advantages of packages. List out Java API Packages. [4]  
[C] Develop an applet that receives two numeric values as parameters passed from html file and then displays the sum of them on the applet. Write an html page that contains `<param>` tag. [4]

OR

- Que.4 [A] Differentiate between String and StringBuffer class. Write a Java program to create a String object s1. Initialize s1 with "welcome to uvpc". Find the length, first character and last character of string using the appropriate methods of String class. [4]  
[B] Briefly explain any four Access Control /Visibility Control modifiers in Java. [4]  
[C] How do applets differ from application programs? Write steps involved in developing applet. [4]

- Que.5 [A] Write a java program for generating two threads, one for generating even numbers and one for generating odd numbers. [5]  
[B] Explain exception handling mechanism with example. What is a finally block? [6]

OR

- Que.5 [A] Create an exception class named **AgeOutOfRangeException** extended from the class **Exception** that is thrown when entered age is greater than 25. Write a program that uses this exception. [5]  
[B] Explain lifecycle of thread. [6]

- Que.6 [A] Write java code that illustrates following interface inheritance. [2]  
Create an interface P. Interface P is extended by interfaces P1 and P2. Create an interface P12 which is inherited from both P1 and P2. Create a class S. Create a class Q which implements P12 at the same time extends the class S.  
[B] Differentiate between compile time and run time error. Define checked and unchecked exception. [4]  
[C] What is an Interface? What are the uses of Interface? What are similarities and differences between interface and abstract class? Can interface extend any class? [6]

END OF PAPER