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Question Paper Code : 25061

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2018.

Third Semester

Computer Science and Engineering

CS 8392 — OBJECT ORIENTED PROGRAMMING

(Common to : Information Technology/ Electronics and Instrumentation
Engineering/Instrumentation and Control Engineering)

(Regulations 2017)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Define Objects and classes in java.
2. Define access specifier.
3. What is object cloning?
4. What is class hierarchy? Give example.
5. Define runtime exceptions.
6. What is the use of assert keyword?
7. What is multithreading?
8. What is the need for generic code?
9. What is meant by window adapter classes?
10. Enumerate the features of AWT in Java.

PART B — (5 × 13 = 65 marks)

11. (a) (i) Explain the characteristics of OOPs. (6)
(ii) Explain the features and the characteristics of JAVA. (7)

Or

- (b) (i) What is method? How method is defined? Give example. (6)
(ii) State the purpose of finalize() method in java? With an example explain how finalize() method can be used in java program. (7)
12. (a) Define Inheritance. With diagrammatic illustration and java programs illustrate the different types of inheritance with an example. (13)

Or

- (b) Write a Java program to create a student examination database system that prints the mark sheet of students. Input student name, marks in 6 subjects. This mark should be between 0 and 100.

If the average of marks is ≥ 80 then prints Grade 'A'.

If the average is < 80 and ≥ 60 then prints Grade 'B'.

If the average is < 60 and ≥ 40 then prints Grade 'C'.

else prints Grade 'D'. (13)

13. (a) Explain the different types of exceptions and the exception hierarchy in java with appropriate examples. (13)

Or

- (b) What are input and output streams? Explain them with illustrations. (13)
14. (a) Explain in detail the different states of a thread. (13)

Or

- (b) Demonstrate Inter thread Communication and suspending, resuming and stopping threads. (13)
15. (a) State and explain the basic of AWT Event handling in detail. (13)

Or

- (b) Describe in detail about the different layout in Java GUI. Which layout is the default one? (13)

PART C — (1 × 15 = 15 marks)

16. (a) Create a Bank database application program to illustrate the use of multithreads.

Or

- (b) Code a java program to implement the following: Create four check boxes. The initial state of the first box should be in checked state. The status of each check box should be displayed. when we change the state of a check box, the status should be display is updated.

