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CBCS SCHEME

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USN

Fourth Semester B.E. Degree Examination, Dec.211'MT'',: ν-Z020
Object Oriented Concepts

Time: 3 hrs.   Max. Marks: 80

Note: *Answer any FIVE full questions, choosing ONE full question from each module.*

Module-1

1 a. Define Structure. With suitable example.   **(05 Marks)**
   b. State and compare Object — Oriented program using with procedure oriented programming.
                                                                             (04 Marks)
   c. Define Inline function. Explain with an example program. What are the conditions where inline fitnctions cannot be expanded?   **(07 Marks)**

OR

2 a. Differentiate between class and structure. With an example, explain the syntax for defining a class and structure.   **(08 Marks)**
   b. Define friend junction and rules to be used while using it. Explain with a C++ program to add two complex numbers.   **(08 Marks)**

Module - 2

3 a. List and explain the Java buzzwords.   **(08 Marks)**
   b. Differentiate the usage of access specifies in java and their scope.   **(04 Marks)**
   c. Explain type conversion, with an example.   **(04 Marks)**

OR

4 a. Explain the concepts of arrays in Java with examples. Also write a program that creates and initializes a four integer elements array. Find the sum and average of its values. **(08 Marks)**
   b. Explain the syntax of for— each loop. Write a Java program to search a key element by using for — each loop.   **(08 Marks)**

Module - 3

5 a. Can you overload constructor and destructor? Justify with suitable program. **(06 Marks)**
   b. Briefly explain the role of interfaces while implementing multiple inheritances in Java.
                                                                             (06 Marks)
   c. Write a Syntax of try and catch block to handle multiple exceptions. Explain. **(04 Marks)**

OR

6 a. What is Super? Explain the use of super with suitable example.   **(06 Marks)**
   b. Distinguish between method overloading and overriding in Java with suitable example for overriding method.   **(06 Marks)**
   c. Define Package. What are the steps involved in creating user defined package with an example.   **(04 Marks)**

Module-4

7 a. Describe the thread priority. How to assign and get the thread priority? **(06 Marks)**
   b. What is Synchronization? Explain the role of synchronization with producer consumer problem.   **www.FirstRanker.com**   **(10 Marks)**

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OR

8 a. With the syntax explain the use of is Alive ( ) and join ( ) methods. **(06 Marks)**
   b. Discuss delegation event model with components based on its model. **(06 Marks)**
   c. Explain any two event listener interface with its functions or methods. **(04 Marks)**

Module-5

9 a. Define an Applet. What are the two types of an applet? Explain architecture. **(08 Marks)**
   b. What is Swing? Explain important feature of swing. **(04 Marks)**
   c. What are advantages and disadvantages of applets? **(04 Marks)**

OR

10 a. Explain the following with an example for each
      i) Jtext field   ii) Jtable   iii) JcomboBox. **(12 Marks)**
   b. Explain components and containers in the swing. **(04 Marks)**