3RD SEM./ CSE/IT/ 2020(W) NEW
TH4 Object Oriented Methodology

Full Marks: 80 Time- 3 Hrs

Answer any five Questions including Q No.1& 2
Figures in the right hand margin indicates marks

1. Answer **All** questions 2 x 10
   a. Define object.
   b. Define data abstraction.
   c. Define constructor.
   d. Define polymorphism.
   e. Define API.
   f. Define package.
   g. Differentiate between actual and formal parameters.
   h. Differentiate between local and global variable.
   i. Explain "garbage collection" in object oriented methodology.
   j. Differentiate subclass and superclass.

2. Answer **Any Six** Questions 5 x 6
   a. Explain the concept of method overloading using suitable examples.
   b. Explain the decision control statements with proper examples.
   c. Differentiate between while and do-while loop, using suitable example.
   d. Write a program to find the factorial of a number using method invocation in object oriented methodology.
   e. Explain different types of constructors briefly.
   f. Define Abstract class? Explain the use of abstract class in object oriented programming.
   g. Explain different features of object oriented programming

3. Write a program using the object oriented concept, where the user input a number, and the system should display the reverse of that number. 10

4. Explain different types of operators with suitable examples. 10

5. Explain different types of inheritance with suitable examples. 10

6. Define exception. How exception can be handled? Explain in brief. 10

7. What is the importance of switch case in programming? Design a calculator program using switch case, where the user inputs two numbers and an operator (example: +,-,*,/); the output should be displayed based on the operator. 10

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Answer any five Questions including Q No.1& 2

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1. Answer **All** questions 2 x 10

   a. What is byte code?
   b. What are the different types of variables in java?
   c. Explain the usage of try and catch clause.
   d. How will you find out the length of a string in java?
   e. Define a package?
   f. How Java supports platform independency?
   g. Define Widening Type Casting
   h. Write the difference between method and constructor.
   i. Define stream.
   j. Difference between Buffered Reader and Scanner class in Java

2. Answer Any Six Questions 5X6

   a. Discuss about JVM. JRE, JDK.
   b. What are literals in Java? Mention their different types.
   c. Define stream. Discuss about Input Stream and Output Stream in Java.
   d. Distinguish between String and string buffer.
   e. Differentiate between Method Overloading and Method Overriding in Java.
   f. Discuss about Exception handling mechanism?
   g Explain how to use a particular package in a Java program. Give example.

3 Define inheritance. Describe different forms of inheritance. Does Java support multiple inheritances? 10

4 List out the looping statements available in Java. Explain with example. 10

5 Briefly explain the OOPS Concepts.. 10

6 What do you mean by Constructor? Discuss different types of constructor with example. 10

7 Explain about Class, Objects and Methods in Java with an example program 10

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Answer any five Questions including Q No.1& 2
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1. Answer All questions **2 x 10**

a. Define Data Abstraction.

b. Define JVM.

c. Write the difference between widening and narrowing type casting.

d. What are the different access modifiers in Java?

e. string s=" OBJECT ORIENTED METHODOLOGY".
system.out.println(s.length());
Write the output.

f. Classify between final and finally statement.

g. Define package.

h. Write any two methods of input stream.

i. What is polymorphism?

j. What is the use of NEW keyword?

2. Answer Any Six Questions **6 x 5**

a. Define inheritance. Why multiple inheritance is not supported in Java?

b. Define constructor. Classify the different types of constructor.

c. Differentiate between compile time polymorphism and run time polymorphism.

d. Explain the structure of a java program with example.

e. Define stream. Describe the output stream of Java.

f. Define variable. Discuss different types of variable in Java.

g Write the object oriented and procedure oriented program.

3 Differentiate between String, String Buffer and String Builder. 10

4 Define package. Write a program to create an user defined package and import it. 10

5 Define exception. Classify the different types of java exception. Write a program using java exception. 10

6 Briefly explain the concepts of OOPS. 10

7 Compare all looping statements available in java with example. 10