OBJECT ORIENTED PROGRAMMING THROUGH JAVA (Common for ECE & EEE)

Duration: 3 hours

Max. Marks: 70

PART – A

Answer *all* the questions. All questions carry equal marks

11 x 2 = 22 M

1.

- a) Give examples of one dimension, two dimension and three dimension arrays.
- b) What are objects? How are they created from a class?
- c) Why is java known as platform-neutral language?
- d) Why do we need the import statement?
- e) What is typecasting? Why is it important in JAVA programming?
- f) How to create package?
- g) What is the life cycle of thread?
- h) What is access controls?
- i) Explain your own exception handling example.
- j) Write limitations of AWT.
- k) Explain wrapper classes.

PART – B

Answer any *THREE* questions. All questions carry equal marks. $3 \ge 16 = 48 \text{ M}$

- 2. a) Write prime number program in JAVA and explain with comments. 8 M
 - b) Write a JAVA program to split string into a list of words using String Tokenizer.
 8 M
- 3. a) Explain method overriding and method overloading with the help of examples. 8 M
 - b) Explain the Dynamic Binding, super keyword, abstract class and method.
 8 M
- 4. a) Explain Java's access control mechanism and its access specifiers with example. 8 M
 - b) Explain package and I/O classes by giving examples. 8 M
- 5. a) Differentiate between checked and unchecked exceptions.
 Explain the Arithmetic Exception, null pointer exception and Number format exception with examples.
 8 M
 - b) Explain wait, sleep and synchronize. 8 M

- 6. a) What are containers? List various containers. Explain the usage of JCheckBox class.8 M
 - b) What is an Event? Explain Event handling in detail. 8 M