Reg. No. ....

Signature ....

THIRD/FOURTH SEMESTER DIPLOMA EXAMINATION IN ENGINEERING/TECHNOLOGY — MARCH, 2016

OOP THROUGH JAVA

(For III Semester CT, IF and IV Semester CHM)

[Time : 3 hours

(Maximum marks : 100)

PART — A

(Maximum marks : 10)

Marks

I Answer the following questions in one or two sentences. Each question carries 2 marks.

1. What is meant by instance variable ?

2. Mention the use of a constructor.

3. Define package.

4. Comment on stop() method of a thread.

5. Define Applet.   (5×2 = 10)

PART — B

(Maximum marks : 30)

II Answer *any five* questions from the following. Each question carries 6 marks.

1. Compare procedure oriented programming and object oriented programming.

2. State the purpose of main() method in java. Write the correct syntax and describe each keyword.

3. Compare class and interface.

4. Discuss any three Java System packages.

5. Write the steps for creating a user defined Java package.

6. Mention the use of finally statement in exception handling.

7. Discuss the states in the thread life cycle.   (5×6 = 30)

[53]

[P.T.O.

Marks

PART — C

(Maximum marks : 60)

(Answer *one* full question from each unit. Each full question carries 15 marks.)

UNIT — I

III (a) Express the idea of class and object with example.   8

    (b) Describe overloading of Constructor with example.   7

OR

IV (a) Give an idea about basic OOP concepts.   8

    (b) Demonstrate the concept of method overloading.   7

UNIT — II

V (a) Write notes on :

    (i) this keyword   (ii) Final class   8

    (b) Explain method overriding with the help of example.   7

OR

VI (a) Discuss the different forms of inheritance.   10

    (b) Write short note on abstract class.   5

UNIT — III

VII (a) Explain the creation of thread with example.   9

    (b) Discuss the visibility modifiers in Java.   6

OR

VIII (a) Discuss the methods for blocking a thread.   9

    (b) Describe the benefits of organizing classes to package.   6

UNIT — IV

IX (a) Describe the applet life cycle with diagram.   9

    (b) Write the use of try and catch statements in Java.   6

OR

X (a) Demonstrate the creation of a file with File Output Stream.   9

    (b) Comment on character stream classes.   6

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