**IVth Semester CSE**  **Subject Name:** **OBJECT ORIENTED CONCEPTS** **Subject Code: 18CS45**

**Model Question Paper**

### Note

Question paper consist 10 questions, two from each module carrying 20 marks.

Students have to answer five full questions, choosing at least one full question from each module.

**Module 1**

Q 1 A) Explain Fundamental concepts of OOP (8 Marks)

Q 1 B) Differentiate between ProcedureOriented & Object oriented Programming system(6 Marks)

Q 1 C) Explain Function overloading with example (6 Marks)

**OR**

Q 2 A) what is Namespace explain with example (6 Marks)

Q 2 B) Write a short note on nested classes (6 Marks)

Q 2 C) Write a program to illustrate Constructor overloading (8 Marks)

**Module 2**

Q 3 A) Explain java buzz words. (10 Marks)

Q 3 B) Explain the process of building and running Java application program (10 Marks)

**OR**

Q 4 A) Explain the operations of the following operators with example. (06 Marks)

I) % ii) >>> iii) &&

Q 4 B) what are the different data types available in Java? (08 Marks)

Q 4 C) Explain how Java is robust and architectural neutrals (06 Marks)

**Module 3**

Q 5 A) How overriding is different from overloading? Explain with example? (06 Marks)

Q 5 B) what is exception? How throw is used in exception? (08 Marks)

Q 5 C) how is access protection provided for variables and methods in Java (06 Marks)

**OR**

Q 6 A) what are the interfaces? What are their benefits? Give the general form of a class that implements interfaces? (08 Marks)

Q 6 B) Define package. Explain the packages in java with suitable example (06 Marks)

Q 6 C) with suitable example. Explain how packages are imported in java (06 Marks)

**Module 4**

Q 7 A) Distinguish between multi-tasking and multithreading. How is synchronization and inter-thread communication done in java (10 Marks)

Q 7 B) How threads are created in Java? Explain any one of the method. (10 Marks)

**OR**

Q 8 A) Explain about the Delegation Event Model (10 Marks)

Q 8 B) Explain about the adapter classes with suitable program (10 Marks)

**Module 5**

Q 9 A) Explain the skeleton of applet with suitable program. (06 Marks)

Q 9 B) Write a simple Swing based Applet Program (08 Marks)

Q 9 C) Explain about the two key swing features (06 Marks)

**OR**

Q 10 A) Explain about the JTabbedPane with suitable example (06 Marks)

Q 10 B) Write an Applet Program to demonstrate the JTable (08 Marks)

Q 10 C) Explain about the JLabel and ImageIcon with example (06 Marks)