MUTHAYAMMAL ENGINEERING COLLEGE

(An Autonomous Institution)

(Approved by AICTE, New Delhi, Accredited by NAAC & Affiliated to Anna University)

Rasipuram - 637 408, Namakkal Dist., Tamil Nadu.

Estd. 2000

Department of Computer Science and Engineering
Question Bank - Academic Year (2021-22)

Course Code & Course Name   : **19ADC06 & Object Oriented Programming**

Name of the Faculty   : **T . Divya**

Year/Sem   : **II / III**

UNIT-I INTRODUCTION TO OOP AND JAVA FUNDAMENTALS

PART-A

1. List out the applications of OOPS.
2. Express what is meant by object oriented programming.
3. What are the features of Object Oriented Programming?
4. Define Polymorphism.
5. What are data members and member functions?
6. Define static members.
7. State Data types.
8. Describe various operators in Java.
9. How a class is declared?
10. What is Packages?

PART-B

1. Explain in detail about the basic principles/concepts of OOPs.
2. Illustrate i) Constructors ii)Static Members
3. a) What is access specifies? How are the used to protect data in Java.

   b) Briefly explain about Fundamental Programming Structures in java.
4. What is Access Specifiers? Explain its benefits and applications.
5. Discuss about control structure in Java and write a program to Calculate Electricity bill

   Based on the norm available today in TN govt.

UNIT – II INHERITANCE AND INTERFACES

PART-A

1. Define Inheritance.

2. State Base Class and Derived Class.

3. Define Abstract class.

4. What is Object Cloning? Write its syntax.

5. What is Overriding Member Functions or Function Overriding?

6. State Inner Class.

7. What is the use of final methods and class.

8. What is Extended Interface?

9. Define string.

10. Write the Syntax for Array list.

PART-B

1. What is inheritance? Analyze types on inheritance in Java with suitable examples.

2. a) Write a program in Java using constructor in sub class.

   b) Explain Protected Members with suitable program.

3. Explain Object Cloning with example program.

4. Write the program to display name, roll no, marks, average and total. Using inheritance.

5. a) Explain in detail about Interface.

   b) Briefly explain about Final Methods with suitable program.

UNIT - III EXCEPTION HANDLING AND I/O

PART-A

1. Define Exceptions.
2. State Reading and Writing Files.
3. List out the Built –in Exception in Java.
4. What is Stack Trace Element? Write its syntax.
5. What is Stream?
6. State Byte Stream.
7. What is Character Stream?
8. Define Exception Hierarchy.
9. How to Create Own Exceptions?
10. What is Reading and Writing Console?

PART-B

1. What is Exceptions? Explain with suitable program.
2. Write a program in Java using Built–in Exception concept.
3. Explain Creating Own Exceptions with suitable program.
4. Write the program to display Reading and Writing Console.
5. a) Explain in detail about Input and Output Basics in Java.

   b) Briefly explain about Throwing and Catching with suitable program.

UNIT - IV MULTITHREADING AND GENERIC PROGRAMMING

PART-A

1. Define Multithreading.
2. State threads Life Cycle.
3. What are the steps involved in implementing a generic program?
4. Define Thread.
5. Write short notes on Inter thread communication.
6. Define generic Methods NAD Generic class.
7. What is meant by thread groups?
8. Mention the purpose of Deamon threads.
9. How does java make an executable file?
10. Define Bounded type.

PART-B

1. a) Summarize about multithreading.

   b) Briefly explain about Thread Life cycle.
2. Explain what is meant by Inter thread communication. Illustrate with example.
3. Discuss about the basic concepts of Generic methods and Generic Programming. Write Program for it.
4. Examine with a demo program for Deamon threads.
5. Discuss the following i) Generic Class ii) Bounded types

UNIT – V EVENT DRIVEN PROGRAMMING

PART-A

1. Define event Handler.
2. Define Frame and Components.
3. Point out the use of Graphics programming.
4. Write a short note on mouse events.
5. Define AWT.
6. Java does not support multiple inheritances. Why?
7. What is meant by Layout management?
8. State text Fields
9. Summarize the advantages of Swing Components.
10. Define Check box.

PART-B

1. Identify a program to illustrate Graphics programming.
2. Describe in detail about Event Handling with example.
3. a) Illustrate the concepts of AWT Event Hierarchy?
   b) Define Swing and how the interface can be declared and implemented in Java with your own example.
4. Discuss in detail about Swing Components in java with example programs.
5. Discuss the following i) Text Fields ii) Text Areas iii) Radio Buttons iv)Scrollbars

   v) Dialog box

Course Faculty   **HOD**