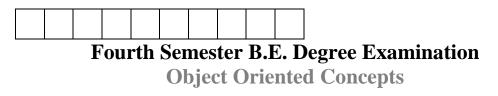
Model Question Paper-1 with effect from 2019-20 (CBCS Scheme)

USN



TIME: 03 Hours

Max. Marks: 100

Note: 01. Answer any **FIVE** full questions, choosing at least **ONE** question from each **MODULE**.

		Module -1	*Bloom's Taxonomy Level	Marks
Q.01	a	Write the differences between Procedure oriented and Object oriented languages	L1	04
	b	List and Explain features of Object oriented program.	L1,L2	10
	c	What is an inline function? Develop a C++ inline function to fin maximum of two numbers	L1, L3	06
		OR		
Q.02	a	Define friend function. Illustrate with an example.	L1, L2	06
	b	What is constructor? Mention Types and explain with example.	L1, L2	08
	c	Explain function overloading with an example.	L2	06
		Module-2		
Q. 03	a	List and Explain Java buzz words.	L1,L2	08
	b	How foreach is different from for loop. Develop a program to show working of foreach loop.	L3	08
	c	With an example explain the working of >> and >>> operators in C++.	L2	04
		OR		
Q.04	а	Define Bytecode. Explain portability in Java.	L1,L2	05
	b	Define Type casting. Explain Types of Type casting with an example.	L1,L2	10
	c	Develop a program to show working of switch case.	L3	05
		Module-3		
Q. 05	a	Define Inheritance. Explain the types of Inheritance in Java.	L1, L2	09
	b	Explain Java garbage collector.	L2	05
	c	Write a note on final keyword.	L2	06
		OR		
Q. 06	a	Define Exception. Explain with an example.	L1,L2	08

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	b	Develop a program to show the use super keyword.	L3	08
	с		L2	04
	-	Distinguish between Method overloading and Method overriding in Java.		0.
	1	Module-4		
Q. 07	a		L1,L2	08
_		What is Thread? Explain the two ways of creating a Thread in Java.		
	b		L2	06
		Explain packages in Java with an example.		
	с		L3	06
		Develop a program to show synchronization in Java.		
0 00	Т	OR		0.6
Q. 08	а		L1, L2	06
	1.	What are Access Specifiers? Explain them.		06
	b	What are Interfaces? Explain Interfaces in java.	L1,L2	06
	с		L3	08
		Develop a program to demonstrate Thread priorities in Java.		
		Module-5		
Q. 09	а		L2	04
		Describe key features of Swings in Java.		
	b		L2	06
		Compare AWT and Swings.		
	с		L3	10
		Write a note on JFrame and JButton.		
0.10		OR		
Q. 10		Explain the following with suitable code.		
	i		L2,L3	5mark
		JLabel ii JCombobox	<u> </u>	s x4
	iii			
		JTextField iv Jlist		

*Bloom's Taxonomy Level: Indicate as L1, L2, L3, L4, etc. It is also desirable to indicate the COs and POs to be attained by every bit of questions.