

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

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Fourth Semester B.E. Degree Examination Object Oriented Concepts

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 find 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	a	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

	b	Develop a program to show the use super keyword.	L3	08
	c	Distinguish between Method overloading and Method overriding in Java.	L2	04
Module-4				
Q. 07	a	What is Thread? Explain the two ways of creating a Thread in Java.	L1,L2	08
	b	Explain packages in Java with an example.	L2	06
	c	Develop a program to show synchronization in Java.	L3	06
OR				
Q. 08	a	What are Access Specifiers? Explain them.	L1, L2	06
	b	What are Interfaces? Explain Interfaces in java.	L1,L2	06
	c	Develop a program to demonstrate Thread priorities in Java.	L3	08
Module-5				
Q. 09	a	Describe key features of Swings in Java.	L2	04
	b	Compare AWT and Swings.	L2	06
	c	Write a note on JFrame and JButton.	L3	10
OR				
Q. 10		Explain the following with suitable code.	L2,L3	5marks x4
	i	JLabel ii JComboBox		
	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.