



B.Tech - Odd Sem : End Semester Exam
Academic Year:2020-2021

18SC2004 - OBJECT ORIENTED PROGRAMMING

Set No: 1

Time:		Max.Marks: 100					
S.NO	Answer All Questions	Choice	Options	Marks	CO	CO BTL	COI BTL
1.	Develop a Java program using nested if statement with the following specializations: (i) Take three variables a, b, c and assign the values (ii) If the value of a is big, print "a is big" (iii) If the value of b is big, print "b is big" (iv) If the value of c is big, print "c is big".	choice Q-2		10Marks	CO1	3	2
2.	Develop a validation program in java to validate numbers inputted from the key board into an array so that no number can be more than 100 and less than 0. Try for three numbers, use while and for loops.			10Marks	CO1	3	2
3.	Answer following questions	choice Q-4		15Marks	CO1	3	2
3.A.	Explain Switch-case with suitable example program			6Marks	CO1	3	2
3.B.	Develop a Java Program to print odd numbers between 1 to n using continue statement			9Marks	CO1	3	2
4.	Answer following questions			15Marks	CO1	3	2
4.A.	Build a java program to read two integer numbers, use bitwise OR and XOR on those two numbers, display the results.			8Marks	CO1	3	2
4.B.	Develop a Java Program to read different data type values form user by using Scanner class and print the same.			7Marks	CO1	3	2
5.	Analyze the application of this keyword to resolve naming conflicts with the help of java program	choice Q-6		10Marks	CO2	3	3
6.	Develop an inference on how an object's Instance variables are initialized in the class using parameterized constructor			10Marks	CO2	3	3
7.	Answer following questions	choice Q-8		15Marks	CO2	3	3
7.A.	Develop a java program to find the sum and average of n elements. Use a 1D array to implement the same			10Marks	CO2	3	3
7.B.	Bring out the uses of final keyword			5Marks	CO2	3	3
8.	Answer following questions			15Marks	CO2	3	3
8.A.	Discuss the concept of Method overloading? Analyze with an example program.			9Marks	CO2	3	3
8.B.	Explain some features of Object Oriented Programming			6Marks	CO2	3	3
9.	Consider the following Book class • one string variable title • one abstract method void setTitle(String s) • one concrete method String getTitle() Write a program to extend the properties of abstract class Book to MYBook class. Create an object to MyBook class in	choice Q-10		10Marks	CO3	3	3

	MyBookDemo class. read title with setTitle() method and display title with getTitle() method.						
10.	Develop a Java Program to create an interface named Polygon that contains a method named getArea(). Provide a class named Rectangle which implements Polygon. Provide a class constructor which takes arguments appropriate for creating a 2D rectangle and implement the getArea() method to return the area of the rectangle.			10Marks	CO3	3	3
11.	Answer following questions	choice Q-12		15Marks	CO3	3	3
11.A.	Use dynamic method despatch in the context of interface and concrete class? Consider atleast one method and one constant in interface and atleast two methods and two variables in the class. Write a derived class to demonstrate this concept?			9Marks	CO3	3	3
11.B.	Bring out the use of default or friendly access specifier with an example.			6Marks	CO3	3	3
12.	Answer following questions			15Marks	CO3	3	3
12.A.	Develop a program to give the example for method overriding concepts.			8Marks	CO3	3	3
12.B.	Bring out the characteristics of abstract methods with an example			7Marks	CO3	3	3
13.	Build a Java program to display (show) a text file	choice Q-14		10Marks	CO4	3	3
14.	Develop a Java program that includes a try block and a catch clause that processes the ArithmeticException generated by the division-by-zero error.			10Marks	CO4	3	3
15.	Answer following questions	choice Q-16		15Marks	CO4	3	3
15.A.	Develop a Java program that creates a new thread and starts it running. The child thread should print odd numbers between one to ten pausing 500 milliseconds between each line.			9Marks	CO4	3	3
15.B.	Demonstrate the role of setPriority() method in affecting the order of Thread execution.			6Marks	CO4	3	3
16.	Answer following questions			15Marks	CO4	3	3
16.A.	Develop a multi threaded program By extending Thread class			8Marks	CO4	3	3
16.B.	Sketch the role of FileInputStream and FileOutputStream classes and their methods.			7Marks	CO4	3	2

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