

OBJECT ORIENTED PROGRAMMING

(Open Elective - I)

Time: 3 Hours**Max. Marks: 60****Note:** All Questions from **PART-A** are to be answered at one place.Answer any **FOUR** questions from **PART-B**. All Questions carry equal Marks.**PART-A****6 × 2 = 12M**

1. Write the rules for naming identifiers in Java.
2. a) List out the uses of “Final” Keyword.
b) Define “this” keyword.
3. Define Interface. Write the general form of interface.
4. What is the difference between checked and unchecked exception?
5. What is an applet?
6. Write the events that can be generated by Button, Choice.

PART – B**4 × 12 = 48M**

1. a) Differentiate between Procedure Oriented Programming (POP) Vs Object Oriented Programming (OOP). (6M)
b) Write a java program to Check whether a given number is prime or not. (6M)
2. a) Define constructor. Can we overload a constructor? If so, explain with an example? (6M)
b) Illustrate the concept of Dynamic Method Binding (Run time polymorphism) with an example program. (6M)
3. a) Class implements interface but an interface extends another interface - Support this statement with proper example. (6M)
b) Define package. Write the procedure to create and import user defined package. (6M)
4. a) Write a java program to handle Arithmetic Exception (Use try, catch, finally blocks) (6M)
b) Define Thread and explain lifecycle of thread. (6M)
5. a) Write the steps involved in creating an applet with an example. (6M)
b) Write a java program to Display the position of x and y co-ordinates of the cursor movement using mouse. (6M)
6. a) Explain with an example for Choice and List Controls. (6M)
b) Write a java program that demonstrates default layout manager (border layout) (6M)
