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<b>R-15</b>
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**Code: 5G466**

III B.Tech. II Semester Regular & Supplementary Examinations May 2019

**Object Oriented Programming Concepts**

( Electrical and Electronics Engineering )

Max. Marks: 70

Time: 3 Hours

Answer all five units by choosing one question from each unit ( 5 x 14 = 70 Marks )

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<b>UNIT-I</b>
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1. a) List and explain the elements of object oriented programming. 7M
- b) Explain merits and demerits of Object Oriented methodology. 7M

**OR**

2. a) What is an array? How arrays are declared and initialized? Explain with examples. 7M
- b) What is a reference variable? Explain the usage of reference variable. 7M

<b>UNIT-II</b>
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3. a) Explain function overloading and operator overloading with examples. 7M
- b) When do you use virtual base class? Explain with suitable example 7M

**OR**

4. a) Explain 'this' pointer with an example program. 4M
- b) Write a program to display all odd numbered files of a text file. 10M

<b>UNIT-III</b>
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5. a) What are the operators available in java? Explain them in detail. 7M
- b) Discuss about primitive data types. 7M

**OR**

6. a) List five major difference between JAVA and C++.. 7M
- b) Write the structure of java program. 7M

<b>UNIT-IV</b>
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7. a) What is a package? How do you create a package in JAVA? 7M
- b) How to define a user exception in a program? Illustrate with an example. 7M

**OR**

8. Give a detail note on interfaces and packages in java with examples. 14M

<b>UNIT-V</b>
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9. a) Describe Java's thread model. 7M
- b) Explain thread class extending in JAVA with suitable example. 7M

**OR**

10. a) What is an applet? Explain its life cycle. 7M
- b) Write a simple applet program to display a string "India won by 6 wickets". 7M

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III B.Tech. II Semester Supplementary Examinations Nov/Dec 2018

**Object Oriented Programming Concepts**

(Electrical and Electronics Engineering)

Max. Marks: 70

Time: 3 Hours

Answer all five units by choosing one question from each unit ( 5 x 14 = 70 Marks )

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**UNIT-I**

1. a) Explain Object oriented programming paradigm. Distinguish between Objects and Classes. 8M
- b) Briefly explain the merits and demerits of Object Oriented Programming. 6M

**OR**

2. a) What are constructors? Explain constructor overloading with an example program. 7M
- b) Describe the benefits offered by OOP. What is dynamic binding? Explain how it works with an example. 7M

**UNIT-II**

3. a) What is inheritance? Write a C++ program explaining multiple inheritances. 7M
- b) What is pure virtual function? Write a program to demonstrate polymorphism of functions. 7M

**OR**

4. a) What are friend functions? Write a program to demonstrate the concept of friend functions. 8M
- b) Give a program to explain the concept of Virtual base class. 6M

**UNIT-III**

5. a) Explain about decision making statements in Java. 7M
- b) List the eight basic data types in Java with examples. 7M

**OR**

6. a) Mention the basic parts of Methods Declaration in Java. Discuss the concept of method overloading in Java. 7M
- b) What is a string buffer class? Write a program to arrange the strings in alphabetical order. 7M

**UNIT-IV**

7. a) What is an interface? Distinguish between an interface and a class. 8M
- b) Write a program to explain the process of accessing interface variables. 6M

**OR**

8. a) What are exceptions in Java? Write about the common exceptions that occur in Java. 7M
- b) Explain exception handling mechanism in Java. 7M

**UNIT-V**

9. a) Discuss the Life Cycle of a Thread using a state transition diagram. 8M
- b) Explain the implementation of yield () and stop () methods through an example program. 6M

**OR**

10. a) How are parameters passed to an applet? Explain with an example program. 7M
- b) How do applets differ from application programs? 7M

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**UNIT-I**

1. a) What are the problems with procedure languages? How object oriented languages overcomes the problems of procedural languages? 10M
- b) Give a brief note on Java Virtual Machine. 4M

**OR**

2. a) Define constructor. Explain different types of constructors with example. 7M
- b) Write short note on destructor. Explain with suitable example. 7M

**UNIT-II**

3. Explain the different types of inheritance in C++ with an example 14M

**OR**

4. a) What is operator overloading? Write a program to overload the + operator. 7M
- b) What is a friend function? Explain merits and demerits of friend function. 7M

**UNIT-III**

5. a) List various types of statements and quote suitable examples for each type. 7M
- b) List the various data types in JAVA with suitable example. 7M

**OR**

6. a) Explain the conditional instructions in detail. 7M
- b) Explain the following string handlings with suitable example. 7M
- i. String length ii. Character Extraction iii. String comparison

**UNIT-IV**

7. What is an exception? Explain exception handling in java with examples. 14M

**OR**

8. a) Explain Creating Packages and Accessing a Package with examples 7M
- b) What is meant by inheritance? How can you achieve multiple-inheritance in JAVA? 7M

**UNIT-V**

9. a) Explain thread life cycle with a neat diagram 7M
- b) Explain thread creation in Java 7M

**OR**

10. a) Write an applet program that has different shapes in it. 7M
- b) Explain the method of parameter passing to an applet. 7M

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