



18CS45

## ourth Semester B.E. Degree Examination, July/August 2022 **Object Oriented Concepts**

Max. Marks: 100

Note: Answer any FIVE full questions, choosing ONE full question from each module.

### Module-1

- Explain the concept of object oriented programming language: 1
  - Encapsulation (i)
  - (ii) Polymorphism
  - Inheritance (06 Marks) (iii)
  - What is an inline function? What are the advantages of inline functions? Write a C++ program to find minimum of two numbers using inline function. (08 Marks) (06 Marks)
  - Define a friend function. Illustrate with an example.

- Why friend functions are required? Write a C++ program to illustrate the use of friend function. (06 Marks)
  - What is function overloading? Write a C++ program to swap two integers by function (08 Marks) overloading.
  - Explain instance variable hiding. Explain with example how to overcome instance variable (06 Marks) hiding.

### Module-2

- What are constructors and destructors? Explain default constructors with example. (08 Marks) 3
  - Illustrate with an example the order of calling constructor and destructor. b.

(08 Marks)

Explain namespaces with example.

(04 Marks)

#### OR

- Explain the following: Java buzzwords, Object oriented, Robust, Multi-threaded, (08 Marks) Architecture neutral.
  - Write a Java program to find the sum of even numbers using for each version of for loop and (06 Marks) print the result.
  - Explain labelled break and labelled continue with examples.

# Module-3

Explain general form of a class with example. 5

(06 Marks)

(06 Marks)

Write a Java program to implement stack of integers. Provide constructors and methods to push an element, POP an element and display the contents of the stack. (14 Marks)

Explain multilevel inheritance with an example.

(06 Marks)

- Explain exception handling mechanism provided in Java. Give syntax. Write a Java program (08 Marks) to demonstrate exception handling construct.
  - Write a Java program to create user defined exception and demonstrate its use. (06 Marks)

(06 Marks)

		Module-4	
7	a.	Explain the steps to create a package in Java with an example.	(08 Marks)
	b.	Explain interfaces in Java with example.	(06 Marks)
	C.	Can interfaces be inherited? Justify with an example.	(06 Marks)
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		OR	
8	a.	Explain the following methods of Thread class, getName (), getPriority (),	isAlive (),
	u.	join ().	(08 Marks)
	b.	Write a Java program to illustrate thread creation using Runnable interface.	(06 Marks)
	c.	Write a Java program to illustrate synchronization using synchronized methods.	(06 Marks)
	О.	Write a surva program to massimo sy	
		Module-5	
9	a.	What are events, event listener and event source. Explain delegation event mo	del used to
	a.	handle events in Java.	(07 Marks)
	b.	Write a Java program to handle mouse dragged and mouse moved events.	(07 Marks)
	c.	Explain Adapter class with example.	(06 Marks)
	C.	Explain Adapter class with example.	,
		OR CMRIT LIBRARY	
10		Explain the following with examples:  BANGALORE - 560 037	
10	a.	(i) JLabel (ii) JTextField	(04 Marks)
	h	Write a Java program to create a button, on clicking which displays "Welcome to	` /
	b.	write a Java program to create a outton, on cheking which displays welcome to	

Write a Java program to create a table with column heading as FirstName, LastName, Age. Insert at least 3 records in the table and display. (10 Marks)

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