

Reg No.: _____

Name: _____

APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY

SECOND SEMESTER M.C.A. DEGREE EXAMINATION(R&S), MAY 2019

Course Code: RLMCA102**Course Name: OBJECT ORIENTED PROGRAMMING**

Max. Marks: 60

Duration: 3 Hours

PART A*Answer all questions, each carries 3 marks.*

Marks

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|---|---|-----|
| 1 | Explain the significance of 'static' keyword in Java. Why main() is declared as static? | (3) |
| 2 | Why Java is called a robust language? | (3) |
| 3 | How Java achieves run-time polymorphism? Explain. | (3) |
| 4 | Explain the uses of 'final' modifier in inheritance. | (3) |
| 5 | What is a package? How it can be created and accessed? | (3) |
| 6 | Differentiate between checked and unchecked exceptions with examples. | (3) |
| 7 | Explain the use of BufferedReader class in Java. | (3) |
| 8 | Explain how an arc can be drawn in Java with an example. | (3) |

PART B*Answer any one question from each module. Each question carries 6 marks.***Module I**

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|---|---|-----|
| 9 | Differentiate between object oriented programming and procedure oriented programming. | (6) |
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OR

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| 10 | How constructors can be overloaded? Explain with an example. | (6) |
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Module II

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| 11 | Explain with an example how multilevel inheritance is implemented in Java. | (6) |
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OR

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| 12 | Explain the features of abstract class with an example. | (6) |
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Module III

- 13 (a) How to reverse a string in Java with and without using StringBuffer class. (3)
(b) Explain how arrays are created and initialized. (3)

OR

- 14 Explain the different levels of access protection available in Java. (6)

Module IV

- 15 Explain life cycle of a thread with a neat diagram. (6)

OR

- 16 (a) Explain the need of multiple catch statements in Exception handling with an example. (3)
(b) What is the purpose of using finally statement in Java. Explain with an example. (3)

Module V

- 17 Demonstrate serialization and deserialization in Java with a suitable program. (6)

OR

- 18 Write a Java program to append data to a Random access file. (6)

Module VI

- 19 (a) What are the different attributes of an Applet tag? (3)
(b) Create an applet that accepts a number as a parameter and displays 'EVEN' if it is an even number or 'ODD' if it is odd. (3)

OR

- 20 Write a program for sending a message from the client to the server and the server displays that message using connection-oriented socket programming. (6)
