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B.E. DEGREE EXAMINATIONS: NOVEMBER 2009

Fourth Semester

ELECTRICAL AND ELECTRONICS ENGINEERING

U07EE403: Object Oriented Programming

Time: Three hours **Maximum Marks: 100**

Answer ALL the Questions:-

PART A (10 x 1 = 10 Marks)

1. State the object oriented languages

   (a) c++ (b) java (c) Eiffel (d) all of the above

2. The operator << is called

   (a) an insertion operator (b) an extraction operator

   (c) delete operator (d)new operator

3. A constructor is called whenever

   (a) object is declared (b)object is used (c)class is declared (d)class is used

4. A destructor takes

   (a) one argument (b)two argument (c)three argument (d)zero argument

5. Operator that cannot be overloaded is

   (a) size of (b) < (c) >> (d) -

6. The mechanism of deriving a new class from existing class is called as

   (a) derivationi (b) polymorphism (c) inheritance (d)both i and iii

7. Which of the following can be referenced by this variable?

   (a) the instance variables of a class only

   (b) the methods of a class only

   (c) The instance variables and methods of a class

   (d) class only

8. Which are keywords in Java?

   (a) NULL (b) size of (c) extends (d) or

9. All standard classes of Java are included within a package called _____.

   (a) java.applet (b) java.io (c) java.lang (d) java.net

10. What is the unit for 1000 in the below statement? ob.sleep(1000)

    (a) nano seconds (b) minutes (c) milli seconds (d) micro seconds

PART B (10 x 2 = 20 Marks)

11. What is object oriented programming?

12 Define class.

13. What is the use of constructor?

14. Distinguish between overloading and overriding.

15. What is this pointer?

16. Define pure virtual function.

17. What is JVM?

18. Define package.

19. what is an interface.

20. What are applets?

PART C (5 x 14 = 70 Marks)

21 (a) (i) List out differences between procedure oriented programming and object orien programming.

(ii) List out the applications of OOPs.

(OR)

(b) (i) Explain operators available in C++.

(ii) Explain about dynamic allocation in C++.

22 (a) (i) Explain about preprocessor facilities available in C++

(ii) Explain Switch structure with an example.

(OR)

(b) (i) What are destructors ? Explain the concept of destructor with an example.

(ii) Explain friend function with an example.

23 (a) (i) List out rules for overloading binary operators.

(ii) Write a C++ program to add two complex numbers using + operator using overloading.

(OR)

(b) (i) Write a C++ program to implement hierarchical inheritance.

(ii) Explain virtual function with an example.

24 (a) (i) Explain array of objects with an example.

(ii) Write a Java program which takes a text and have a method to compress a text which will remove multiple blanks present in between the words and keep one blank space between the words.

(OR)

(b) (i) Explain the methods available in the String class.

(ii) Write a Java program that reads a five letter word from the user and produces all possible three letter words that can be derived from the five letter word.

25 (a) (i) What is meant by applet tags? List out applet tags.

(ii) Explain how to pass parameters to an applet with an example.

(OR)

(b) (i) Write about thread model.

(ii) Discuss about thread synchronization.

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