## **APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY** FOURTH SEMESTER B.TECH DEGREE EXAMINATION, DEC 2018

**Course Code: CS206** 

## Course Name: OBJECT ORIENTED DESIGN AND PROGRAMMING (CS)

## Scheme of Valuation/Answer Key

(Scheme of evaluation (marks in brackets) and answers of problems/key)

PART A

		Answer all questions, each carries 3 marks.	Marks
1		Use Case diagram showing the actors and functionality	(3)
2		Significance of byte code	(3)
3		Definition of constructor : 1 mark	(3)
		Uses : 2 marks	
4		Description of each qualifier of <i>main</i> method : 1 mark each	(3)
		PART B	
		Answer any two full questions, each carries 9 marks.	
5	a)	Java code of a class named "Shape" with three private instance variables and three methods – 2 public and one protected	(5)
	b)	Description of any four features of Java(4 *1 = 4 marks)	(4)
6	a)	Java program to check whether a given number is prime or not	(4)
	b)	Each shift operator (Shift right >>,Shift left <<, and Shift right with zero fill >>>)in java with an example	(5)
7	a)	The visibility of all access specifiers namely private, protected, default, and public with respect to; same class, same package sub-class, same package non sub-class, different package sub-class, different package non sub-class.	(6)
	b)	No. it is not possible. Default constructor must be defined	(3)
		PART C	
		Answer all questions, each carries 3 marks.	
8		No, Only public classes and interfaces within a package will be available. Sub- packages will not be imported.	(3)
9		Use of "finally" statement in exception handling	(3)
10		Names of Sub-classes of Writer class : 1.5mark Names of Sub-classes of Reader class: 1.5mark	(3)
11		Diagram showing lifecycle of a thread with states (New/Born, Running,Runnable, Waiting/Blocked, Dead) and methods (start, stop, yield, wait, notify, sleep etc) marked	(3)

	PART D							
	Answer any two full questions, each carries 9 marks.							
12	a)	Difference between abstract class and interface	(4)					

b)	Explanation of each exception with scenario of its generation	(5)
a)	A java program to create two threads $(2*2 = 4)$ , one for writing odd numbers and another for writing even numbers up to 100 into two different files $(2 \text{ marks})$	(6)
b)	Uses of " <i>synchronized</i> " keyword with an example	(3)
a)	Method overriding description : 3 marks Example : 3 marks	(6)
b)	Definition of exception : 1 mark Need for handling exception : 2 marks	(3)
	PART E	
	Answer any four full questions, each carries 10 marks.	
a)	Detailed explanation of Delegation Event model with description of concepts like event, event source, listener etc : 5 marks	(5)
b)	Each event source, event type and listener : 1 mark Total 5 marks	(5)
a)	getChars etc with syntax: 5 marks	(5)
b)	At least three differences between an applet and a java application : 5 marks	(5)
	Java program with proper syntax using string class methods	(10)
	Complete Program with GUI, Event Handling - 10 Marks	(10)
a)	Any four advantages of using Swings	(4)
b)	Any 3 graphics related methods along with their syntax : (3 *2 )marks	(6)
	5 marks for steps to connect database 2 marks for select query 3 marks for fetching the results.	(10)
	a) b) a) b) a) b) a) a)	<ul> <li>a) A java program to create two threads(2*2 = 4), one for writing odd numbers and another for writing even numbers up to 100 into two different files(2 marks)</li> <li>b) Uses of "synchronized" keyword with an example</li> <li>a) Method overriding description : 3 marks <ul> <li>Example : 3 marks</li> </ul> </li> <li>b) Definition of exception : 1 mark <ul> <li>Need for handling exception : 2 marks</li> </ul> </li> <li>b) Definition of exception : 2 marks</li> <li>PART E <ul> <li>Answer any four full questions, each carries 10 marks.</li> </ul> </li> <li>a) Detailed explanation of Delegation Event model with description of concepts like event, event source, listener etc : 5 marks</li> <li>b) Each event source, event type and listener : 1 mark <ul> <li>Total 5 marks</li> </ul> </li> <li>a) Character extraction methods (any 5 methods) of String class like charAt, getChars etc with syntax : 5 marks</li> <li>b) At least three differences between an applet and a java application : 5 marks</li> <li>b) At least three differences between an applet and a java application : 5 marks</li> <li>b) At least three differences between an applet and a java application : 5 marks</li> <li>b) At least three differences between an applet and a java application : 5 marks</li> <li>complete Program with GUI, Event Handling - 10 Marks</li> <li>Any four advantages of using Swings</li> <li>b) Any 3 graphics related methods along with their syntax : (3 *2 )marks</li> </ul>

