OBJECT ORIENTED CONCEPTS

Duration: 2 hrs   Marks: 50

Q I) A. Distinguish between the following terms: (2x3=06)
    1. Constructors and Destructors
    2. Interface and Class

    B. Define the following terms: (4x1=04)
    1. Data Hiding   2. Polymorphism
    3. Dynamic Binding   4. Encapsulation

QII) Answer the following:
    1. What is the major difference between Object Oriented Programming and Procedure Oriented Programming.   (2)
    2. List few areas of application of Object Oriented Programming.   (3)
    3. What is Method Overloading? Explain it with the help of Java program. (5)

QIII) Answer the following:
    1. What are Java Tokens? State different types of java tokens.   (2)
    2. Difference between Default and Parameterized constructor.   (3)
    3. Explain Multilevel Inheritance in Java with an example.   (5)

QIV) Answer the following:
    1. What is the difference between Public access and Private access?   (2)
    2. Describe Single and Hierarchical Inheritance with example.   (3)
    3. What are Input and Output Streams? Write a program that will read characters from a file.   (5)

QV) Answer the following:
    1. Explain Operator Overloading.   (2)
    2. Explain Applet Life Cycle briefly.   (3)
    3. Explain in detail Exception Handling.   List some common types of exceptions that occur in Java.   (5)

xxxxxxxxxxxxxx