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Paper Code : PCC-CS503/PCCCS50 3/PCCCS503 Object Oriented Programming

UPID : 005504

Time Allotted : 3 Hours *Full Marks :70*

The Figures in the margin indicate full marks.
Candidate are required to give their answers in their own words as far as practicable

Group-A (Very Short Answer Type Question)

1. Answer *any ten* of the following : [1 x 10 = 10]

(I) Give an example of illegal identifier.
(II) What is bytecode in context of java?
(III) Applet can be used for generating static or dynamic webpage?
(IV) Arrays in java are objects or classes?
(V) Java compiler is written in which language?
(VI) What cannot be used for variable name in java?
(VII) What is a package in java?
(VIII) Why java is called robust programming language?
(IX) JVM is platform independent or not?
(X) The relation between classes can be represented by what?
(XI) Exception created by try block is caught in which block?
(XII) When finalize() method is called _____.

Group-B (Short Answer Type Question)

Answer *any three* of the following : [5 x 3 = 15]

2. What is thread? Explain thread creation methods. [5]
3. Write down the differences between procedure-oriented and object-oriented programming. [5]
4. What does the JVM do? Why java is called compiler-interpreter language? [5]
5. How inheritance is incorporated in java? Is it possible in java to implement multiple inheritance? [5]
6. Discuss Applet life cycle indicating the functions. [5]

Group-C (Long Answer Type Question)

Answer *any three* of the following : [15 x 3 = 45]

7. a) What are exceptions? Explain the user defined exceptions and system defined exceptions with suitable examples. [15]
   b) How do we define try and catch block? Is it essential to catch all types of exceptions?
8. a) How applet is different from frame and panel? Explain. [15]
   b) How threads are made to communicate with each other? Explain with example.
   c) Explain any three events with suitable example.
9. Write short notes from *any three* of the following: [15]
   a) Interface
   b) Abstraction
   c) Inheritance
   d) Encapsulation
   e) Virtual method table
10. a) Explain method overloading with an example. [15]
    b) What is class? How does it accomplish data hiding?
    c) What is constructor? What does the finalize method() do?
11. a) Explain thread life cycle [15]
    b) Discuss Applet life cycle indicating the functions
    c) What are wrapper classes? Why do we need wrapper classes? What is byte code?

*** END OF PAPER ***