[5152]-539

S.E. (E & TC)

OBJECT ORIENTED PROGRAMMING

(2015 Pattern)

Time : 2 Hours] *[Max. Marks : 50*

Instructions to the candidates:

1) *Attempt Q.1 or Q.2, Q.3 or Q.4, Q.5 or Q.6, Q.7 or Q.8*

2) *Neat diagrams must be drawn wherever necessary.*

3) *Figures to the right side indicate full marks.*

4) *Use of Calculator is allowed.*

5) *Assume Suitable data if necessary.*

Q1) a) What are the different benefits of object oriented programming? Enlist applications of OOP. **[6]**

b) What is the use of constructor. State four types of constructor. Write a program in C++ for any one type. **[6]**

OR

Q2) a) Write a program in C++ to use Scope resolution operator. **[6]**

b) What is operator overloading? Why it is necessary to overload an operator? **[6]**

Q3) a) What are distinct features of Java? **[5]**

b) What is recursion in Java? Write factorial program using recursion.**[6]**

OR

Q4) a) Write a short note on Java tokens. What are different data types in Java? **[5]**

b) What is the use of this keyboard in Java? Explain with suitable example. **[6]**

P.T.O.

Q5) a) Differentiate between Method overloading and Method Overriding.**[6]**

b) Explain how to use a particular package in a Java program. Give example. **[7]**

OR

Q6) a) What is an interface? How is it implemented? What is the major difference between an interface and a class? **[6]**

b) Write a program in Java to create a player class. Inherit the classes Cricket player and Football player from player class. **[7]**

Q7) a) What is Exception handling? How to handle Exception in Java? **[8]**

b) Write difference between throw and throws. **[6]**

OR

Q8) a) Explain reading character and string from input console with suitable examples. **[8]**

b) What is applet? What is difference between applet and application?**[6]**

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