n Autonomous Institution | Affiliated to Anna University & Approved by AICTE, New Dell Accredited by NBA and NAAC "A+" | An ISO 9001:2015 Certified and MHRD NIRF ranked institution Sai Leo Nagar, West Tambaram, Chennai - 600 044. www.sairamit.edu.in



**Duration: 10 to 11.30am** 

# B.E./ B. TECH DEGREE EXAMINATION CONTINUOUS ASSESSMENT TEST- I

(Common to CSE and IT)

: Object Oriented Programming

Subject Stiented Hogramming		Duration . To to Tribuani			
Subje	ect code: CS8392	Date	: 20.08	3.2020	
Year	/ Sem : II/III	Max. N	Iarks: 5	0	
	PART-A (5*2=10) Answer all questions				
1.	Describe about Encapsulation, Inheritance and Polymorphi	ism.		(U)	[CO1]
2.	List the various access specifiers supported by OOPS.			(R)	[CO1]
3.	What is a default constructor? Illustrate.			(A)	[CO2]
4.	Examine the importance of Inheritance.			(A)	[CO2]
5.	Summarize any four Java doc comments			(E)	[CO1]
	PART-B (2*13=26)				
Answer the questions  1. a) Explain OOPS and its features  (2) (E) [CO1]					
1. a). Explain OOPS and its features.			(3) (E) [CO1]		
b). Describe variables and operators in Java.			(10) (R) [CO1]		
(OR)					
a).	What is meant by constructor? Discuss the types of construction	tor with e	example.	(13) (U	J) [CO2]

- 2. a). Define Arrays. What is array sorting and explain with an example.
- (10) (U)[CO1]

b). Summarize about access specifier in Java.

**Subject** 

(3) (U)[CO1]

#### (OR)

- a). Illustrate what is meant by package? How its types are created and implemented (10)(E) [CO2]
- b). Illustrate the working principles of Java Virtual Machine.

## (3) (E) [CO2]

#### PART-C (1\*14=14)

### **Answer the questions**

5. a). Consider a class student .Inherit this class in UG Student and PG Student. Also inherit students into local and non-local students. Define five Local UG Students with a constructor assuming all classes have a Constructor (14) (E) [CO1]

\*\*\*\*\*\* ALL THE BEST \*\*\*\*\*\*\*\*

# **COURSE OUTCOMES (CO)**

At the end of the course the students will be able to

Course	CS8392- Object oriented programming	
Outcomes		
CO1	Develop Java programs using OOP principles	
CO2	Develop Java programs with the concepts inheritance and interfaces	
CO3	Build Java applications using exceptions and I/O streams	
CO4	Develop Java applications with threads and generics classes	
CO5	Develop interactive Java programs using swings	
CO6	design and build simple Graphical User Interfaces	