

P P SAVANI UNIVERSITY
P P SAVANI SCHOOL OF ENGINEERING
3rd Semester of B Tech Examination (1st Internal Exam)

Subject: Object Oriented Programming with JAVA (SEIT2010)

Branches: CE/IT

[Date: 24/08/2018, Friday]

[Time: 11.00 A.M. to 12.00 A.M.]

[Total Marks: 30]

Instructions:

- Figures to the right indicate full marks.
- Q 1 & 2 are compulsory.
- Use of scientific calculator is allowed.
- Draw neat and clean drawings & Assume suitable data if necessary.

Q.1 Give answer in one sentence.

(05)

1. What is static variable?
2. Does Java support pointers?
3. Give one use of **this** key word.
4. What is the default value of the local variables?
5. Is constructor inherited?

Q.2.A Define the following terms with an example: 1) Class 2) Object

(05)

Q.2.B What is the purpose of default constructor? Explain with an example.

(05)

Q.3.A Explain three usage of super keyword with an example.

(06)

Q.3.B Explain JDK, JRE and JVM.

(04)

OR

Q.3.A Explain types of inheritance supported in Java and give reason why multiple inheritance is not supported in Java. **(06)**

Q.3.B Difference between method Overloading and Overriding with examples of each.

(04)

Q.4.A Create a class called Date that includes three pieces of information as instance variables—a month (type int), a day (type int) and a year (type int). Your class should have a constructor that initializes the three instance variables and assumes that the values provided are correct. Provide a set and a get method for each instance variable. Provide a method displayDate that displays the month, day and year separated by forward slashes(/). Write a test application named DateTest that demonstrates classDate's capabilities. (05)

OR

Q.4.A Create a class called Invoice that a hardware store might use to represent an invoice for an item sold at the store. An Invoice should include four pieces of information as instance variables—a part number(type String),a part description(type String),a quantity of the item being purchased (type int) and a price per item (double). Your class should have a constructor that initializes the four instance variables. Provide a set and a get method for each instance variable. In addition, provide a method named getInvoice Amount that calculates the invoice amount (i.e., multiplies the quantity by the price per item), then returns the amount as a double value. If the quantity is not positive, it should be set to 0. If the price per item is not positive, it should be set to 0.0. Write a test application named InvoiceTest that demonstrates class Invoice's capabilities (05)