Tutorial Unit 3
PGDCA II Semester
PS02CDC33: Object Technology
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Short Questions/Objective Questions

1. Define class of product called Prod with attributes as no, name, and price.

2. Define a constructor of the above mentioned class Prod with all parameters.

3. Define a default constructor of the above mentioned class Prod.

4. Define an object of the above mentioned class Prod using a new operator.

5. Define class of bank account called Account with attributes as no, name, and balance.

6. Define a constructor of the above mentioned class Account with all parameters.

7. Define a default constructor of the above mentioned class Account.

8. Define an object of the above mentioned class Account using a new operator.

9. Give an example of a method in java.

10. List a few return types of a method in java.

11. Give syntax of a valid main method in java.

12. How object of a given class can be referred?

13. What is use of static method in java?

14. How to define constant in java?

15. State True or False: A final class can not be extended.

16. State True or False: A final method can not be overridden.

17. State True or False: Any variable or method defined as public is visible to the entire class.

18. State True or False: A main method in java is always public and static.

19. State True or False: If a method is static, there is no need of return statement.

20. State True or False: If a method is void, there is no need of return statement.

21. State True or False: Public grants access to anyone.

22. State True or False: Private denies access to everyone except code within that same class

23. List only the three access specifiers in java.

24. What is the use of finalize() method in java?

25. What is java inner class?

Big Questions

26. Define a method called Add with two integer values to produce sum. Also define another version of Add method with two double values to show polymorphism.

    OR

27. Give an example of method overriding/polymorphism in java.

28. Develop a java program for students' **marksheet** as discussed in the class*.

29. Develop a java program for employees' **payslip** as discussed in the class*.

30. Develop a java program to manage **library** account for printing book information, issue and return procedures as discussed in the class*.

31. Develop a java program for managing **bank account** and operations such as withdraw, deposit and balance statement as discussed in the class*.

32. Develop a java program for printing **superstore bills** as discussed in the class*.

*** For detailed definition of the program refer assignment problems 1 to 5 given to you. The definitions are also available at http://pritisajja.info/teaching.html**