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**Department of Computer Science & Engineering**

**SUB: OBJECT ORIENTED CONCEPTS**

**MODULE 1 QUESTION BANK**

1. What is Object Oriented Programming? Explain the concepts of Object Oriented Programming
2. What is function Polymorphism? Write a program in C++ using overloaded function area to find area of circle, triangle and rectangle.
3. What is function overloading? Write a C++ program to define three overloaded functions to find the sum of two integers, sum of two floating point numbers and sum of three integers. Write a note on LEX
4. Explain friend function? Write a C++ program to find the sum of two numbers using bridge friend function add ().
5. What are static member of a class? Write a C++ program to count the number of object created.
6. Explain inline function.
7. Explain this keyword.
8. What is object oriented program? Explain the concepts of object oriented program.
9. What are static member of a class? Write a C++ program to count the number of object created.

**MODULE 2 QUESTION BANK**

1. What is a constructor? Mention its type. Explain the parameterized constructor with a suitable Code.
2. What is a constructor? Using constructor write a C++ program to get the employee details(empno,empname,bsalary and allowance) of employee class through keyboard using the method Getdata() and display them using the method Dispdata().
3. How do namespaces help in preventing pollution of the global namespace.
4. List and explain the Java Buzzwords.
5. Explain type conversion with an example.
6. Explain the concepts of arrays in Java with example. Also write a program that creates and initialises a four integer elements array. Find the sum and average of its values
7. How “compile once and run anywhere” is implemented in JAVA.
8. Write java program to sum only first five elements of the array using for each loop.
9. Explain the operators in java.
10. Explain Switch case with an example.

**MODULE 3 QUESTION BANK**

1. Explain the packages in java with an example.
2. Explain the interfaces in java using a suitable example.
3. Explain exception handling with a suitable code.
4. Write a short note on “super” keyword with an example.
5. Define Inheritance. Explain Multi level programming with an example.
6. Distinguish between overloading and overriding in Java, with suitable example.
7. Describe the various levels of access protections available for packages and their implications.
8. What is the importance of the clause finally?
9. When constructors are called in the class hierarchy?

**MODULE 4 QUESTION BANK**

1. Explain the concepts of multithreading in Java. Explain the two ways of making class threadable with example.
2. Write short notes on Event class and explain any two with syntax.
3. How inner classes are used in Java?Explain.
4. With a syntax, explain isAlive() and join() with suitable program.
5. Write short notes on Event Listener Interface and explain any two with syntax.
6. How synchronization can be achieved for threads in Java? Explain with syntax.
7. Explain the Adapter class with an example.
8. Explain the Inner class with an example.
9. Discuss Delegation event model with suitable example.
10. What are the differences between suspending and stopping the threads?

**MODULE 5 QUESTION BANK**

1. Explain with syntax the following. i)JLabel ii)JTextField iii)JButton iv)JCheckBox
2. Describe the two key features of swings.
3. Write steps to create JTable, also write a program to demonstrate the same.
4. Explain briefly the Components and Containers used in swings.
5. Explain JLabel and ImageIcon with program.
6. Explain with syntax the following i)JList ii)JTable