B

KGiSL INSTITUTE OF TECHNOLOGY

DEPARTMENT OF INFORMATION TECHNOLOGY

Internal Exam – I – JUL/2018

CLASS:	: II B.Tech IT	**MAX MARKS**	: 100
SEMESTER:	: III	**DURATION**	: 3:00 Hrs
SUBJECT:	: Object Oriented Programming	**CODE**	: CS8392
		DATE	:

PART – A (10 X 2 = 20 Marks)

I ANSWER ALL QUESTIONS

1. What is Object Oriented Programming?

2. What is Abstraction?

3. What is encapsulation?

4. Write a java program to compute simple interest for a bank.

5. Define Parameterized Constructor.

6. Give a short note on constants in a class.

7. Write program to store and print odd numbers from 1 to 100 using arrays.

8. What is inheritance?

9. Write a short note on final class and final methods.

10. Define abstract classes.

PART – B (5 X 13 = 65 Marks)

II ANSWER ALL QUESTIONS

11. (a) (i) Explain about 4 principles of oops. **7**

      (ii) Write a java program that receives an limit from the user and display Fibonacci sequence up to the limit. **6**

(OR)

(b) (i) Write a java program that receives basic details of students [Name, RollNo, Three Subject Marks] and computes the following [Total and average] and display the grades [O,A,B,C,D,F] according to average. **6**

12.	(a)	(i)	Describe about constrictor and it's type with proper examples.	**13**
			(**OR**)	
	(b)	(i)	Describe about what are the data types supported by java with proper examples.	**7**
		(ii)	Explain about arithmetic, logical, bitwise operators in java.	**6**

13.	(a)	(i)	Explain with an example for loop and for each loop.	**8**
		(ii)	Write a program to print prime member of give array using while loop.	**4**
			(**OR**)	
	(b)	(i)	Create an converter application [Distance and Time] using packages.	**7**
		(ii)	Give a short note on access spcifiers in java.	**6**

14.	(a)	(i)	Create an application that handles types vehicle with proper inheritance. [Base: Vehicle Childs: Bicycle, Bike, Car [Economic, Sports Car]].	**8**
		(ii)	Demonstrate dynamic binding with a simple example.	**4**
			(**OR**)	
	(b)	(i)	Explain about abstract classes and purpose finally method with an example.	**13**

15.	(a)	(i)	Explain about final class and final methods with suitable examples.	**13**
			(**OR**)	
	(b)	(i)	Explain in detail about importance of Object Class and its methods.	**13**

PART – C (1 X 15 = 15 Marks)

III ANSWER ALL QUESTIONS

16	(a)	Write an interactive [user input based] console calculator that helps to do basic and scientific [sin, cos, tan, log] operations.	**15**
	(b)	Write a java program that manages the banking operations [Add Account, Delete Account, Credit and Debit Transactions] based on the concepts of inheritance.	**15**

Signature of Faculty   **Signature of HOD**

*********************   *System.out.println*(**"All the Best"**)   ********************