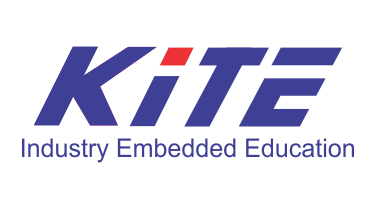
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**KGiSL INSTITUTE OF TECHNOLOGY**

**COIMBATORE - 641 035**

**DEPARTMENT OF INFORMATION TECHNOLOGY**

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| **CLASS:** | **:** | **II B.Tech IT** | **MAX MARKS** | **:** | **100** |
| **SEMESTER:** | **:** | **III** | **DURATION** | **:** | **3:00 Hrs** |
| **SUBJECT:** | **:** | **Object Oriented Programming** | **CODE** | **:** | **IT8392** |
| **COURSE NO** | : | **C204** | **DATE** | **:** | **07-08-2018** |
| **ACADEMIC YEAR** | : | **2018 – 19 (ODD)** | **EXAM** | **:** | **IA 1** |

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| **PART – A ( 10 X 2 = 20 Marks )** | | | | |
| **I** | **ANSWER ALL QUESTIONS** | | **BT level** | **Course Outcome** |
|  | 1. | What is Object Oriented Programming? | R | C204.1 |
|  | 2. | What is Abstraction? | U | C204.1 |
|  | 3. | What is encapsulation? | R | C204.1 |
|  | 4. | Write a java program to compute simple interest for a bank. | AP | C204.1 |
|  | 5. | Define Parameterized Constructor. | R | C204.1 |
|  | 6. | Give a short note on static members of a class | R | C204.1 |
|  | 7. | Write program to store and print odd numbers from 1 to 100 using arrays. | AP | C204.1 |
|  | 8. | What is inheritance? | R | C204.2 |
|  | 9. | Write a short note on final class and final methods. | AP | C204.2 |
|  | 10. | Define abstract classes. | R | C204.2 |

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| **PART – B ( 5 X 13 = 65 Marks )** | | | | | | | |
| **II** | **ANSWER ALL QUESTIONS** | | | | | **BT Level** | **Course Outcome** |
|  | 11. | (a) | (i) | Explain about the 4 principles of oops. | 7 | R | C204.1 |
|  |  |  | (ii) | Write a java program that receives an limit from the user and display Fibonacci sequence up to the limit. | 6 | AP | C204.1 |
| **( 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. | 13 | U | C204.1 |
|  | | | | | | | |
|  | 12. | (a) | (i) | Describe about constrictor and it’s type with proper examples. | 13 | R | C204.1 |
| **( OR )** | | | | | | | |
|  |  | (b) | (i) | Describe about what are the data types supported by java with proper examples. | 7 | U | C204.1 |
|  |  |  | (ii) | Explain about arithmetic, logical, bitwise operators in java. | 6 | U | C204.1 |
|  | | | | | | | |
|  | 13. | (a) | (i) | Explain with an example for loop and for each loop. | 8 | U | C204.1 |
|  |  |  | (ii) | Write a program to print prime member of give array using while loop. | 5 | U | C204.1 |
| **( OR )** | | | | | | | |  |  |  | Write a program to print prime member of give array using for each loop. |
|  |  | (b) | (i) | Describe about importance of packaging and procedures to create and use user defined packages in java. | 7 | R | C204.1 |
|  |  |  | (ii) | Give a short note on access spcifiers in java. | 6 | U | C204.2 |
|  |  |  |  |  |  |  |  |
|  | 14. | (a) | (i) | Create an application that handles types vehicle with proper inheritance.[Base: Vehicle Childs: Bicycle, Bike, Car [Economic, Sports Car]]. | 8 | AP | C204.2 |
|  |  |  | (ii) | Demonstrate dynamic binding with a simple example. | 5 | AP | C204.2 |
| **( OR )** | | | | | | | |
|  |  | (b) | (i) | Explain about abstract classes and purpose finally method with an example. | 13 | U | C204.2 |
|  |  |  |  |  |  |  |  |
|  | 15. | (a) | (i) | Explain about final class and final methods with suitable examples | 13 | R | C204.2 |
| **( OR )** | | | | | | | |
|  |  | (b) | (i) | Explain in detail about importance of Object Class and its methods. | 13 | U | C204.2 |

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| **PART – C ( 1 X 15 = 15 Marks )** | | | | | | | |
| **III** | **ANSWER ALL QUESTIONS** | | | | | **BT Level** | **Course Outcome** |
|  | 16 | (a) | (i) | Write an interactive [user input based] console calculator that helps to do basic and scientific [sin, cos, tan, log] operations. | 15 | AP | C204.1 |
| **( OR )** | | | | | | | |
|  |  | (b) | (i) | Write a java program that manages the banking operations [Add Account, Delete Account, Credit and Debit Transactions] based on the concepts of inheritance. | 15 | AP | C204.2 |

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| **COURSE OUTCOMES** | |
| **C204.1** | Develop Java programs using OOP principles |
| **C204.2** | Develop Java programs with the concepts inheritance and interfaces |
| **C204.3** | Build Java applications using exceptions and I/O streams |
| **C204.4** | Develop Java applications with threads and generics classes |
| **C204.5** | Develop interactive Java programs using swings |

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| **BLOOMS TAXONOMY LEVELS** | |
| **R** | Remember |
| **U** | Understand |
| **AP** | Apply |
| **AN** | Analyze |
| **E** | Evaluate |
| **C** | Create |

|  |  |  |
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| **Staff I/C(s)** | **HOD** | **Principal** |