

POSSESSION OF MOBILE IN EXAMINATION IN UFM PRACTICE

Name of Student ----- Enrolment No. -----

Department -----

BENNETT UNIVERSITY, GREATER NOIDA

END TERM, SPRING SEMESTER 2018-19

COURSE CODE: **ECSE102L**

MAX. DURATION: **Two hour**

COURSE NAME: **Object Oriented Programming Using Java**

COURSE CREDIT: **6**

MAX. MARKS: **25**

Note:

- All the questions are compulsory.
- Please write precisely and neatly.

Question 1) Explain the following terms with an example:

7 Marks

- Method overloading
- Method overriding
- Throw
- Throws
- Final Keyword
- Servlet Life cycle
- Role of web.xml in servlet creation

Question 2) Write true or false for the following statements:

2 Marks

- servlet-name tag in the web.xml is used to define the java class file
- servlet-class is used to define the servlet name
- url-pattern is used to define the web link
- Java class of servlet needs to implement **"Public static void main(String[] args)"**

Question 3) Why multiple inheritance is not possible in java using class?

6 Marks

How is it possible using Interface? Explain both scenarios using a java program.



Question 4) Write the missing code (_____) to insert values in login table present in Bennett database (Database used is MySQL) **2 Marks**

Note: Value of id should be considered as 1

```
public class login {
    private int id;
    private String userName;
    private String pass;
    public int getId() {
        return id;
    }
    public void setId(int id) {
        this.id = id;
    }
    public String getUserName() {
        return userName;
    }
    public void setUserName(String userName) {
        this.userName = userName;
    }
    public String getPass() {
        return pass;
    }
    public void setPass(String pass) {
        this.pass = pass;
    }
    public static void main(String[] args) {
        login l = new login();
        Scanner sc = new Scanner(System.in);
        System.out.println("userName");
        l.setUserName(sc.nextLine());
        System.out.println("pass");
        l.setPass(sc.nextLine());
        try {
            Class.forName("_____");
            java.sql.Connection con = DriverManager.getConnection("___", "root",
                "123456");
            Statement stmt = _____;
            String insert = _____;
            stmt.execute(insert);
            con.close();
        } catch (Exception e) {
            System.out.println(e);
        }
    }
}
```

Question 5) Write the output of the following code snippet

2 Marks

<p>A)</p> <pre> class Main { String str = "a"; void A() { try { str += "b"; B(); } catch (Exception e) { str += "c"; } } void B() throws Exception { try { str += "d"; C(); } catch (Exception e) { throw new Exception(); } finally { str += "e"; } str += "f"; } void C() throws Exception { throw new Exception(); } void display() { System.out.println(str); } public static void main(String[] args) { Main object = new Main(); object.A(); object.display(); } } </pre>	<p>B)</p> <pre> interface A { public void method(); } class One { public void method() { System.out.println("Class One method"); } } class Two extends One implements A { public void method() { System.out.println("Class Two method"); } } class Test1 extends Two { public static void main(String[] args) { A a = new Two(); a.method(); } } </pre>
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Question 6) Write a java program considering the following scenario

6 Marks

You are a team leader who is going to build a project on Bennett Laundry System. You have 3 team members, who are going to work for you and implement individual modules of the project. You and team members must maintain the confidentiality. Team member should hide the module from each other. The three members must implement following methods:

1. Member A (Class Name is 'A'):

Method: void collect(), void organize()

Variable: cld

2. Member B (Class Name is 'B'):

Method: void wash(), void press()

Variable: washId

3. Member C (Class Name is 'C'):

Method: void arrange(), void distribute ()

Variable: arrangeld

All these functions should be called from the **main method** of **BennettLaundrySystem** Class

Note: *Only structure of the code needs to be implemented. No need to write any logic & by default the system should take all the variables as public, static & final.*

*****ALL THE BEST*****