

FACULTY OF INFORMATICS

M.C.A. I Year II Semester (Main) Examination, July 2010

(New) 

PRINCIPLES OF OBJECT ORIENTED PROGRAMMING

Time : 3 Hours]

[Max. Marks : 80

*Answer **one** question from each unit.*

All questions carry equal marks.

UNIT - I

1. (a) What is meant by method overloading? What is the difference between method overloading and method overriding? Explain with example. 10
- (b) What are packages and why are they used for? Describe the various Java API packages. 6

Or

2. (a) What is an interface? Write an example program for implementing multiple inheritance? 8
- (b) Differentiate between abstract class and interfaces. Explain about final with inheritance with example. 8

UNIT - II

3. (a) What is an Exception? Explain handling of user-defined Exceptions with a good example. 8
- (b) Write a program to read two numbers from keyboard and find big among them. 8

Or

4. (a) What is thread? Describe different states of thread? Write an example program which creates thread using Runnable interface. 10
- (b) Describe about different Built-in Exceptions. 6

UNIT - III

5. (a) Describe about collections API. Explain about Iterator Interface. 10
- (b) Write an example program Tree Map Class. 6

Or

[P.T.O.]

6. (a) Explain about List and Vector with examples. 12
(b) What is purpose of Timer and Timer Task classes? 4

UNIT – IV

7. (a) Describe about different I/O stream classes. 10
(b) What is serialization? Describe about serialization. 6

Or

8. (a) Write an example program using stream tokenizer class for finding number of words, characters, lines in a given input. 10
(b) Briefly describe about Reader, Writer Class. 3+3

UNIT – V

9. (a) What is adapter class? Give an example for using adapter class. 8
(b) Describe about inner classes with an example. 8

Or

10. (a) Write about AWT controls. 8
(b) Explain about Applet with an example. 8
-