GBGS SCHEME

USN	15CS45
Fourth Semester B.E. Degree Examination, Jan./Feb. 202	3
Object Oriented Concepts	

Tin	ne: 3	Max. Ma	rks: 80						
Note: Answer any FIVE full questions, choosing ONE full question from each module.									
	Module-1								
1	a.	List out difference between C and C++.	(04 Marks)						
	b.	What is constructor? How is a constructor different from member function? Illu							
		example.	(06 Marks)						
	c.	The state of the s							
		member?	(06 Marks)						
		OP							
2	a.	a. What is friend function? Explain what are the rules to be used while using a friend function.							
_		what is friend talketion. Explain what are the rules to be used white using a friend	(04 Marks)						
	b.	Explain following OOP features:							
		i) Class							
		ii) Inheritance	(%						
	c.	iii) Polymorphism. Demonstrate following with C++ program	(06 Marks)						
	0.	i) Passing object to functions							
		ii) Returning object from function.	(06 Marks)						
			(0011241115)						
		Module-2							
3	a.	Explain the process of compiling and running the JAVA application, with t	the help of						
	1	program.	(05 Marks)						
	b. c.	How arrays are defined in JAVA? Explain with an example. Explain: i) >>> ii) >> = iii) ?:	(05 Marks)						
	C.	Explain. 1) >> 11) /.	(06 Marks)						
		OR							
4	a.	Explain how JAVA is robust and architecture neutral.	(05 Marks)						
	b.	Define type casting. Explain with an example.	(05 Marks)						
	c.	Differentiate the usage of Access specifiers in JAVA and their scope.	(06 Marks)						
5	2	What is an execution? Explain the different execution handling marketing							
3	a.	What is an exception? Explain the different exception handling mechanism example.	n, with an (06 Marks)						
	b.	Explain how multiple inheritances are implemented in JAVA using interfaces.	(05 Marks)						
	c.	Explain method overriding with example.	(05 Marks)						
			,						
		OR							
6	a.	What is Inheritance? Explain different forms of inheritance with example	(06 Marks)						

What is Inheritance? Explain different forms of inheritance with example. (06 Marks) What is package? How do we add a class or an interface to package? What is finally block? When and how is it used? Give a suitable example. (05 Marks) (05 Marks)

		Modulo 4	
7	a.	What is deadlock scenario in multithread communication? Explain with an example	(001.200)
		What is Thread? Explain two ways of creating thread with an example. List and explain EventListener interface.	(05 Marks) (05 Marks)
8	a.	Explain Modern way of suspending, resuming and stopping thread with an example	e. (06 Marks)
	b. c.	What is Interthread communication? Explain with an example. Explain Anonymous Inner class with example.	(05 Marks) (05 Marks)
		Module-5	
9	a. b.	What is applet? Explain how to initialize and terminate applet. Write an applet program to display the message "VTU BELAGAVI". Set the becolour to evan and foreground colour to red.	(06 Marks) background (06 Marks) (05 Marks)
	C.	Name and explain different types of swing buttons with syntax.	(02 11111111
10	a. b.	OR Explain and demonstrate passing parameters to applet. Create a swing application having two buttons named "alpha" and "beta". Who buttons pressed, it should display "Alpha is pressed" and "Beta is pressed" respectively.	(05 Marks en either o tively. (06 Marks
	c.	Explain components and containers in swing.	(05 Marks
	4	****	
		2 of 2	
	9	b. c. 8 a. b. c. 9 a. b. c. 10 a. b.	b. What is Thread? Explain two ways of creating thread with an example. c. List and explain EventListener interface. OR a. Explain Modern way of suspending, resuming and stopping thread with an example. b. What is Interthread communication? Explain with an example. c. Explain Anonymous Inner class with example. Module-5 b. Write an applet Program to display the message "VTU BELAGAVI". Set the becolour to cyan and foreground colour to red. c. Name and explain different types of swing buttons with syntax. OR 10 a. Explain and demonstrate passing parameters to applet. b. Create a swing application having two buttons named "alpha" and "beta". Whe buttons pressed, it should display "Alpha is pressed" and "Beta is pressed" respectively.