Reg. No. : | | | | | | | | | | | | |

Question Paper Code : 90153

B.E./B.Tech. DEGREE EXAMINATIONS, NOVEMBER/DECEMBER 2019
Third/Fourth/Fifth Semester
Computer Science and Engineering
CS 8392 – OBJECT ORIENTED PROGRAMMING
(Common to Electrical and Electronics Engineering/Computer and Communication Engineering/Electronics and Communication Engineering/ Electronics and Instrumentation Engineering/Electronics and Telecommunication Engineering/Instrumentation and Control Engineering/Information Technology)
(Regulations 2017)

Time : Three Hours | Maximum : 100 Marks

Answer ALL questions

PART – A (10×2=20 Marks)

1. What is access specifier ?
2. What is javadoc ?
3. What is object cloning ?
4. Describe the uses of interfaces in Java.
5. What is exception handling ?
6. What is the use of assert key word ?
7. Describe the various states of thread.
8. "Thread is a light weight process" – Comment.
9. Write the code segment to handle two mouse events.
10. What are the purposes of JPanel.

PART – B (5×13=65 Marks)

11. a) Explain the various features of java in detail.

(OR)

b) What is JVM ? Explain the internal architecture of JVM with neat sketch.

12. a) Explain in detail about various types of inheritance in java with neat diagram.

(OR)

b) What is an abstract class ? Illustrate with an example to demonstrate abstract class.

13. a) Explain different types of exceptions in java.

(OR)

b) Explain in detail about the following with sample program :

i) Reading from a file

ii) Writing in a file.

14. a) What is a thread ? Explain multithreading and multitasking in detail.

(OR)

b) What is t synchronization ? Explain the different types of synchronization in java.

15. a) Describe in detail about the different layouts in Java GUI. Which layout is the default one ?

(OR)

b) Discuss mouse listener and mouse motion listener. Give an example program.

PART – C (1×15=15 Marks)

16. a) Develop a java program to find a smallest number in the given array by creating one dimensional array and two dimensional array using new operator.

(OR)

b) Create a simple real life application program in Java to illustrate the use of multithreads.

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