ANNA UNIVERSITY COIMBATORE

B.E. / B.TECH. DEGREE EXAMINATIONS: OCTOBER 2009

REGULATIONS - 2007

FOURTH SEMESTER: ELECTRICAL AND ELECTRONICS ENGG.

070230046 - OBJECT ORIENTED PROGRAMMING

Max.Marks: 100 TIME: 3 Hours

PART - A

	$(20 \times 2 = 40 \text{ MARKS})$
	ANSWER ALL QUESTIONS
1.	What is Object? Give example.
2.	List the primary data types supported by C++.
3.	What is the use of new and delete operator?
4.	Write a C++ code segment to reverse a character Array.
5.	How does constructors differ from normal functions?
6.	What is mean by dynamic constructor?
7.	Write a C++ code segment to define a class.
8.	Can you pass object as argument to function? Comment on it.
9.	What is access specifier? What is the default access specifier for class
	members?
10.	What is Abstract class?
11.	Can you use friend function in operator overloading? Comment on it.
12.	What is mean by pure virtual function?

- 13. What is Java Virtual Machine?
- 14. Write a java code segment to demonstrate method overloading.
- 15. Write short notes on the keyword 'extends'.
- 16. What is the use of final classes?
- 17. How two dimensional array is created in java?
- 18. What is Vector?

- Can you inherit more than one interface in a class? Justify your answer. 19.
- List the various java API packages. 20

PART - B

 $(5 \times 12 \approx 60 \text{ MARKS})$

ANSWER ANY FIVE QUESTIONS

- Differentiate Procedure Oriented programming and Object Oriented 6 Programming
 - b) Write a C++ program to sort the names in reverse order using pointer 6
- Explain the following Object Oriented Concepts in detail 22. (i) Inheritance (ii) Polymorphism (iii) Classes and Objects
- Explain the use of parameterized constructors in C++
 - b) Explain inline function with a suitable example
- Write a C++ program to perform complex number arithmetic using friend 24. function operator overloading
- Imagine a publishing company that markets both book and audio-cassette 25. versions of its works. Create a class publication that stores the title and price of a publication. From this class derive two classes books, which adds a page count; and tape, which adds a playing times in minutes. Each of these three classes should have a getdata() function to get its data from the user at the keyword, and a putdata() function to display the data. Write a main() program to test the book and tape classes by creating instance of them, asking the user to fill in their data with getdata(), and then displaying the data with putdata().

20.	a)	Explain the features of Java programming.	O
	b)	Explain how classes inherited in java with a suitable example	6
27.		What is package? Explain how packages are created and accessed in java	
28.	a)	Write a java program to search an element in the matrix	6
	b)	Explain how interfaces are defined and implemented in java	6

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