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Question Paper Code : 52865

B.E./B.Tech. DEGREE EXAMINATIONS, APRIL/MAY 2019.

Fourth Semester

Electrical and Electronics Engineering

CS 6456 – OBJECT ORIENTED PROGRAMMING

(Common to: Electronics and Instrumentation Engineering, Instrumentation and
Civil Engineering)

(Regulation 2013)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Define oops.
2. List the advantages of using object oriented programming.
3. Differentiate data hiding and encapsulation.
4. What is polymorphism and give examples?
5. What is a class and object?
6. How generic programming is used in C++?
7. Is a string a primitive data type?
8. Does java support "goto"?
9. Mention about packages and interfaces.
10. Why do we use loops in java?

PART B — (5 × 13 = 65 marks)

11. (a) When would you use a pointer to a function? (13)

Or

(b) Explain in detail with an example about ADT's in stack and queue. (13)

12. (a) Explain different types of constructors in C++ with example.

Or

(b) Describe virtual functions with an example.

13. (a) Illustrate Templates with an example in C++.

Or

(b) (i) Explain different types of inheritance in C++ with an example. (8)

(ii) Discuss the advantages of STL in detail. (5)

14. (a) Enlighten all the control statements supported by java with an example? (13)

Or

(b) (i) Write a java program to generate the Fibonacci series.
0,1,1,2,3,5,8,... (5)

(ii) Write a java inheritance program, which should have two classes namely calculation and My calculation. My-calculation should inherit the methods addition (-) and subtraction (-) of calculation class. (8)

15. (a) (i) Write a java program to Concatenate the specified string at the end of the string. (6)

(ii) Explain 'Divide by zero' Exception with an example. Java program. (7)

Or

(b) Write a program to test whether the string is having specified prefix, if yes then it returns true else false. (13)

PART C — (1 × 15 = 15 marks)

16. (a) How exceptions are handled in C++? Specify its syntax. (15)

Or

(b) Describe in detail about the Multithreaded programming. (15)