PGDCA - 03 / MSC CS - 03 / CPCJ

December - Examination 2015

CDCJ / MSCCS / PGDCA Examination

OOPs Programming with C++ and Java

Paper - PGDCA - 03 / MSC CS - 03 / CPCJ

Time : 3 Hours]   **[Max. Marks :- 100**

Section - A   10 x 2 = 20

(Very short Answer type Questions)

Note : Answer all questions. As per the nature of the question your delimit answer in one word; one sentence or maximum up to 30 words. Each question carries 2 marks.

1) (i) What is the difference between Basic and User define Data types?

    (ii) What do you understand by dynamic binding?

    (iii) Which object oriented concept is achieved by using overloading and overriding?

    (iv) What is the difference between a JDK and a JVM?

    (v) When will you make a function inline?

    (vi) Define class and object.

    (vii) Explain finalize( ) method.

(viii) What are the Access Specifiers?

(ix) What is the difference between 'Exception' and 'error' in java?

(x) Explain difference between constructor and destructor.

Section - B   4 x 10 = 40

(Short Answer Questions)

Note : Answer any four questions. Each answer should not exceed 200 words. Each question carries 10 marks.

2) Explain the concept of friend function and classes with the help of an example including its advantages.

3) What is object oriented programming? Explain its advantages.

4) How Swings are different from Applets? Explain with an example.

5) What do you mean by overloading of constructors? How does it benefit the programmer?

6) Define packages in java. What are the benefits of using package? Explain with suitable example.

7) Explain the difference between the operator new and malloc( ) function.

8) What is byte code? Explain it with an example.

9) What is exception handling in java? What are the various types of exception in java?

Section - C

2 x 20 = 40

(Long Answer Question)

Note : Answer any two questions. You have to delimit your each answer maximum up to 500 words. Each carries 20 marks.

10) What is an abstract class? Explain the role of abstract class while building the class hierarchy.

11) What do you understand by inheritances? Explain all type of inheritances used in Java.

12) What is generic programming? How is it implemented in C++? Write a program to implement swapping using templates.

13) What is an interface? Describe the purpose and application of interface. Give an example for defining and implementing interface.

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