

PSG COLLEGE OF ARTS & SCIENCE
(AUTONOMOUS)

BVoc DEGREE EXAMINATION MAY 2024
(Second Semester)

Branch – **NETWORKING & MOBILE APPLICATION**

OBJECT ORIENTED PROGRAMMING USING JAVA

Time: Three Hours

Maximum: 75 Marks

SECTION-A (10 Marks)

Answer **ALL** questions

ALL questions carry **EQUAL** marks

(10 × 1 = 10)

Module No.	Question No.	Question	K Level	CO
1	1	A powerful way to manage abstraction is through the use of a) Hierarchical classifications b) Interfaces c) Grouping objects d) Reusability	K1	CO1
	2	An entity consists state and behavior denoted as a) Code b) Object c) Method d) Class	K2	CO2
2	3	The keyword used to inherit from one class to another class a) Implement b) Extend c) Extends d) Inherits	K1	CO1
	4	A modifier used to prevent overriding is a) Private b) Protected c) Final d) Public	K2	CO2
3	5	All Exception types are subclasses of a) Error class b) Exception class c) Throwable class d) Runtime Exception class	K1	CO3
	6	The priority used to decide when to switch from one thread to another is called a) Switching b) Swapping c) Context swap d) Context switch	K2	CO3
4	7	File object does not specify the a) Permission b) Time c) Information retrieval d) Path	K1	CO4
	8	An object that describes a state change in a source is known as a) Event b) GUI c) Action d) All of these	K2	CO4
5	9	An applet based on Swing class is called a) AWT b) AWT Applet c) JApplet d) Applet	K1	CO5
	10	Choose which one identifies the endpoint in a Network a) Socket b) Port c) Packet d) Plug-In	K2	CO5

Cont...

SECTION - B (35 Marks)

Answer ALL questions

ALL questions carry EQUAL Marks

(5 × 7 = 35)

Module No.	Question No.	Question	K Level	CO
1	11.a.	Infer the essential features of Encapsulation mechanism.	K3	CO1
	(OR)			
	11.b.	Construct a Java program for describe 'for' loop statement.		
2	12.a.	Create an example for using super to call super class.	K4	CO2
	(OR)			
	12.b.	Examine the uses of an abstract class in Java.		
3	13.a.	Inspect the keyword 'throw' used in Exception handling.	K4	CO3
	(OR)			
	13.b.	Analyze the functions of suspend, resume and stopping threads.		
4	14.a.	Summarize some useful methods in File class.	K3	CO4
	(OR)			
	14.b.	Describe some interfaces used in Event Listener.		
5	15.a.	Depict the skeleton of an Applet.	K5	CO5
	(OR)			
	15.b.	Review some networking key concepts and terms used in Java.		

SECTION - C (30 Marks)

Answer ANY THREE questions

ALL questions carry EQUAL Marks

(3 × 10 = 30)

Module No.	Question No.	Question	K Level	CO
1	16	Justify how the Encapsulation, Inheritance and Polymorphism mechanisms working together to develop application.	K4	CO1
2	17	Analyze the usage of method overriding in inheritance.	K4	CO2
3	18	Examine how the multiple catch clauses are handled in Exception.	K5	CO3
4	19	Demonstrate the FileReader and FileWriter classes in character stream.	K5	CO4
5	20	Inspect the initialization and termination of an Applets in Java.	K6	CO5