



Total number of printed pages:2

UG/3rd/UCSE303

2021

OBJECT ORIENTED PROGRAMMING USING JAVA

Full Marks: 100

Time: Three hours

The figures in the margin indicate full marks for the questions.

Answer any five questions.

1. a) What is the necessity of String Buffer class? 4
b) What are the advantages of Vector class? What is the difference between size and capacity of the vector? 4+2 = 6
c) What does the static keyword mean in front of a variable and a method? Explain with examples. 10

2. a) What is the need of a constructor? Is it possible to overload the constructor? Explain with an example. 10
b) Write a program to count the number of words in a given string. 10

3. a) What are the uses of *this* keyword in Java? 10
b) Write a program that prompts the user to input three numbers. The program should then output the number in ascending order. 10

4. a) How does Console class help in reading data? 10

- b) Is super keyword always needed in derived class constructor? Explain with an example. 10
5. a) What are the differences between abstract and final class? Give an example. 10
- b) What role does interface play in multiple inheritance? 10
6. Write short notes on 4x5=20
- a) Command Line Arguments
- b) Protected Access Specifier
- c) Character Stream Classes
- d) Packages
7. a) Write a program to read your name, roll number, address and marks obtained in Data Structure, Discrete Mathematics and Digital Logic from keyboard and place it in a file. 10
- b) What are the advantages of block finally? Does the control go back to try block, after catch block is executed? Explain with an example. 10

