			Reg. No. :			
			Question Paper Code: 71681			
		B.I	E./B.Tech. DEGREE EXAMINATION, APRIL/MAY 2017.			
			Fourth Semester			
			Electrical and Electronics Engineering			
			CS 6456 – OBJECT ORIENTED PROGRAMMING			
		(C	ommon to Electronics and Instrumentation Engineering Instrumentation and Control Engineering)			
			(Regulations 2013)			
Time	: Th	ree ho	ours Maximum : 1	.00 mark		
			Answer ALL questions.			
			PART A — $(10 \times 2 = 20 \text{ marks})$			
1.	Whe	t ic o	bject oriented programming?			
2.						
3.	Define object and class.  What is encapsulation?					
4.						
	Give an example for non parameterized constructor.					
5.	What are templates?					
6.	What are exceptions?					
7.	Which operators could be overloaded only by friend function?					
8.	What is byte code?					
9.	What is meant by platform independent language?					
10.	Wha	it is a	package?			
***		-	PART B — $(5 \times 13 = 65 \text{ marks})$			
11.	(a)	(i)	Explain the characteristics of OOP.	(6		
		(ii)	Compare and contrast OOP and procedure oriented prog	rammıng 7)		
			Or			
	(b)	(i)	Explain the various operations available in C++.	(6		
		(ii)	Explain about dynamic allocation in C++.	(7		

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12.	(a)	Distinguish between					
		(i)	Inheritance and containership	(3)			
		(ii)	Encapsulation and abstraction	(3)			
		(iii)	Write a C++ program to find whether the given string is palind or not.	rome (7)			
			Or				
	(b)	(i)	List out the advantages of overloading.	(3)			
		(ii)	Write a C++ program to overload +operator for concatenating strings.	(10)			
13.	(a)	(i)	What is generic programming?	(3)			
		(ii)	Explain function template with an example.	(10)			
			Or				
	(b)	(i)	List out the advantages of inheritance.	(3)			
		(ii)	Write a C++ program to implement multiple inheritance.	(10)			
14.	(a)	(i)	Explain about Java features.	(5)			
		(ii)	Write a Java program to find the sum of the following series.	(8)			
			1-2+3-4++n.				
			Or				
	(b)	(i)	Discuss about benefits of abstract class.	(3)			
		(ii)	Explain dynamic method dispatch with an example.	(10)			
15.	(a)	(i)	What are the major differences between an interface and a class	s?(3)			
		(ii)	Make a class Student. The Student class has data members su roll number, name, branch. Create a class called Exam that data members roll number and six subject marks. Derive the r class from Student and Exam and it has its own data members as total mark, and result. Write a Java program to mode relationships.	t has esult such			
			Or				
	(b)	(i)	How do we add a class or interface to a package?	(3)			
		(ii)	Write a Java Program to implement nested packages.	(10)			
			PART C — (1 × 15 = 15 marks)				
16.	(a)	Exp	Explain about thread synchronization with an example.				
			Or				
	(b)	Wri	te a Java program to create user defined exception.				