

22/3/2023

# OBJECT ORIENTED PROGRAMMING USING JAVA

Code No.

Time: 2:30 Hours]

[Maximum Marks

## NOTES:

- i) Attempt all questions.
- ii) Students are advised to specially check the Numerical Data of question paper in both versions. If there is a difference in Hindi Translation of any question, the students should answer the question according to the English version.
- iii) Use of Pager and Mobile Phone by the students is not allowed.

Q1) Answer any two of the following.

- a) Differentiate between string and stringbuffer class.
- b) Explain various methods for creating a package in Java.
- c) Define inheritance. Explain different types of inheritance.

[2 × 5 = 10]

Q2) Answer any two of the following.

- a) Write a Java Program to create an abstract class.
- b) Explain overriding with the help of a Java program.
- c) Differentiate between upcasting and downcasting.

[2 × 5 = 10]

Q3) Answer any two of the following.

- a) What is an interface? What is the importance of creating Interface.
- b) Describe the concept of autoboxing and unboxing.
- c) How exceptions are handled in Java? Explain.

[2 × 5 = 10]

Q4) Answer any two of the following.

- a) Explain different data types in Java.
- b) Describe scanner class with the help of a program.
- c) What is thread? Explain lifecycle of a thread.

[2 × 5 = 10]

Q5) Write short note on any two of the following.

- a) Private and Protected data
- b) Multithreading & Multitasking
- c) Constructor overloading.

[2 × 5 = 10]