

Total No. of Questions : 8]

SEAT No. :

P4830

[Total No. of Pages : 2

[5152]-539

S.E. (E & TC)

**OBJECT ORIENTED PROGRAMMING**

**(2015 Pattern)**

*Time : 2 Hours]*

*[Max. Marks : 50*

*Instructions to the candidates:*

- 1) *Attempt Q.1 or Q.2, Q.3 or Q.4, Q.5 or Q.6, Q.7 or Q.8*
- 2) *Neat diagrams must be drawn wherever necessary.*
- 3) *Figures to the right side indicate full marks.*
- 4) *Use of Calculator is allowed.*
- 5) *Assume Suitable data if necessary.*

**Q1) a)** What are the different benefits of object oriented programming? Enlist applications of OOP. [6]

b) What is the use of constructor. State four types of constructor. Write a program in C++ for any one type. [6]

OR

**Q2) a)** Write a program in C++ to use Scope resolution operator. [6]

b) What is operator overloading? Why it is necessary to overload an operator? [6]

**Q3) a)** What are distinct features of Java? [5]

b) What is recursion in Java? Write factorial program using recursion.[6]

OR

**Q4) a)** Write a short note on Java tokens. What are different data types in Java? [5]

b) What is the use of this keyboard in Java? Explain with suitable example. [6]

**P.T.O.**

- Q5)** a) Differentiate between Method overloading and Method Overriding. [6]  
b) Explain how to use a particular package in a Java program. Give example. [7]

OR

- Q6)** a) What is an interface? How is it implemented? What is the major difference between an interface and a class? [6]  
b) Write a program in Java to create a player class. Inherit the classes Cricket player and Football player from player class. [7]

- Q7)** a) What is Exception handling? How to handle Exception in Java? [8]  
b) Write difference between throw and throws. [6]

OR

- Q8)** a) Explain reading character and string from input console with suitable examples. [8]  
b) What is applet? What is difference between applet and application? [6]

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