

[This question paper contains 7 printed pages.]

2516

Your Roll No. ....

B.Sc. (G) / II

A

COMPUTER SCIENCE – Paper III

(Object Oriented Programming)

Time : 3 Hours

Maximum Marks : 38

*(Write your Roll No. on the top immediately  
on receipt of this question paper.)*

*Attempt All Questions.*

*Answer all parts of a question together.*

*Give explanation of the output wherever required.*

1. Write the output(s) of the following :

(i) Class Foo

```
{      static int i = 0;  
      static int j = 0;  
      public static void main(String args[ ]) {  
          int i = 2;  
          int K = 3;  
          { int j = 3;  
              system.out.println("i+j is" +i+j);  
          }  
          K = i + j;  
          system.out.println("K is" +K);  
          system.out.println("j is" +j);  
      }  
}
```

(2)

P.T.O.

## (ii) Class Test

```
{ Public static void main(String args[ ])  
{ Count myCount = new Count();  
    int times = 0;  
    for(int i = 0; i < 100; i++)  
        increment (myCount, times);  
    system.out.println("count is" + myCount.count);  
    system.out.println("times is" + times);  
}  
  
public static void increment (Count C, int times)  
{    C.count++;  
    times++;  
}  
}  
  
Class Count  
{    public int Count;  
    Count (int C)  
    {    count = C; }  
    Count()  
    {    count = 1; } } (2)
```

(iii) Class convert{  
 public static void main(String args[ ])  
 { byte b; int i = 257; double d = 232.14;  
 b = (byte)i;  
 system.out.println("b = " +b);  
 i = (int)d;  
 b = (byte)d;  
 system.out.println("i = " +i);  
 system.out.println("b = " +b);  
 }  
 } (2)

(iv) Class ConstructorChain{  
 public static void main(String args[ ])  
 { Child C = new Child( );}  
 Class Child extends Parent {  
 Child( ) {system.out.println("Child( )constructor");}  
 Class Parent extends Grandparent {  
 Parent( ) {  
 this(25);  
 system.out.println("Parent( ) constructor");}  
 Parent(int X) {  
 system.out.println("Parent(" +X+)")constructor");}  
 Class Grandparent{  
 Grandparent( ) {  
 system.out.println("Grandparent( )constructor");}  
 } (2)

(v) Class Mix {

    int i;

}

Class A extends Mix

{ int i;

    A (int a, int b)

    { super.i = a;

        i = b;

}

    void show()

{

        System.out.println("here" + super.i);

        System.out.println("now" + i);

}

}

Class Mixit {

    public static void main(String s[ ])

{

    A Subob = newA(1, 2);

    Subob.show();

}

}

(2)

2. Find errors (if any) giving reasons :-

(i) Class Demo1{  
 public static void main(String args[ ])  
 { int x = 0;  
 int n = 5;  
 int y = 1;  
 y = x + y;  
 system.out.println("x=" +x); }  
 system.out.println("y=" +y);  
 system.out.println("x=" = ((x+y)++));  
 } } (2)

(ii) Private interface In{  
 Void Method1( );  
 int var1 = 2;  
 int var2 = 5; }  
 Class Test implements In{  
 public void method( ){  
 system.out.println("Test version of In"); }  
 Class TestMain{  
 public static void main(String args[ ]){  
 Test t = new Test();  
 System.out.println(var1);  
 t.var1 = t.var2;  
 System.out.println("Value of var1 is :" +t.var1);  
 } } (2)

```

(iii) Class demo{
    static void D1()
    {
        try
        {
            throw new NullPointerException("thrown");
        }
        Catch(NullPointerException e)
        {
            system.out.println("caught");
            throw e;
        }
    }
    public static void main(String args[])
    {
        D1();
    }
} (2)

```

```

(iv) public Class Arg{
    String[ ] MyArg;
    public static void main(String arg v[])
    {
        MyArg = arg v;
        public void amethod()
        {
            system.out.println(arg v[1]);
        }
    }
} (2)

```

3. (a) What is an applet? Write an applet to print message "My first applet" at location 30, 50 as X, Y coordinate. Explain each statement used in the applet. (3)
- (b) Explain Dynamic Dispatch method with example. (2)
- (c) Write a java program to copy the contents of a file into another after removing the blank spaces from the file. (3)

4. (a) What are abstract classes ? How are they different from simple classes. What are the advantages of using them ? (3)

(b) Differentiate between :

(i) Finalize and finally

(ii) Throw and Throws (6)

(c) Define a class person having name as a data member. Inherit two more classes – Student and Employee from person. To the class student, add data members course, marks and year, and to the class employee, add data member department and salary. Write display( ) method in all the 3 classes to display the relevant detail of the corresponding classes. Provide the necessary method to show dynamic method dispatch concept. (3)