

[This question paper contains 4 printed pages.]

4700

Your Roll No.

B.Sc. (G)/II/NS

AS

COMPUTER SCIENCE – Paper III

(Object Oriented Programming)

(Admissions of 1999 and upto 2005)

Time : 3 Hours

Maximum Marks : 38

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

Attempt All questions.

Attempt all parts of a question together.

1. (a) What are constructors ? What do you understand by constructor overloading ? Explain with an example. (3)
- (b) Write a program to check whether number is prime or not. Accept a number from the command line. (2)
2. (a) What do you understand by final variable, final method and final class ? Explain with examples. (3)
- (b) Explain two uses of keyword 'super' ? (2)
3. (a) What are interfaces ? Can we declare variables in an interface ? Justify. (2)

P.T.O.

- (b) What are abstract methods? How are they different from other methods? (2)
- (c) Write a program to copy the contents of one file to another. Handle the exceptions that can occur in the code. (3)
4. (a) What is polymorphism? How is mu time polymorphism implemented in Java? (3)
- (b) What is the difference between 'throw' and 'throws'? (2)
5. What will be output of following codes – (2×1=2)

(a) Class A

```
{
    public static void main (string s[ ])
    {
        string str1, str2; str1 = new string("Hello");
        str2 = new string (str1);
        If (str1 == str2)
            System.out.print("True");
        else
            System.out.print("False");

        If (str1.equals (str2))
            System.out.print("True");
        else
            System.out.print("False");
    }
}
```

(b) Class A

```
{ public static void main (string s[ ])
  { int a = 0;
    for (; ;)
      {
        System.out.println(++a);
        If (a* == 10)
          break;
      }
  }
}
```

6. (a) What are Applets ? Explain the methods `init()`, `start()` & `paint()` with examples. (4)
- (b) Create an Applet, which handles Keyboard events and prints the characters pressed. (3)
7. (a) What are static methods ? Can a static method refer to a nonstatic variable ? Why is `main()` method declared as static ? (3)
- (b) What is a thread ? How are thread's priorities assigned ? (2)
8. (a) Find out the error(s) in the following codes :-
(1×2=2)

P.T.O.

(i) Class A

```
{ int a = 10;
  private int b = 20;
  public int c = 30;
}
```

Class B extends A {

```
void print() {
  System.out.println(a);
  System.out.println(b);
  System.out.println(c);
}
```

```
public static void main (string args[ ])
{
  print( );
}
}
```

(ii) Class A

```
{ private static void main(string s1[ ])
{
```

```
string s2;
```

```
BufferedReader br = new BufferedReader(new
  (InputStream Reader ((System.in)));
```

```
s2 = br. read line ( );
```

```
}
```

```
}
```