

(FOR THE CANDIDATES ADMITTED

25UIT204

DURING THE ACADEMIC YEAR 2025 – 2026 ONLY)

REG.NO. :

N.G.M.COLLEGE (AUTONOMOUS) : POLLACHI

END-OF-SEMESTER EXAMINATIONS: MAY 2026

B.Sc IT

MAXIMUM MARKS: 75

SEMESTER: II

TIME : 3 HOURS

PART - III

OBJECT ORIENTED PROGRAMMING WITH JAVA

SECTION – A

(10 X 1 = 10 MARKS)

ANSWER THE FOLLOWING QUESTIONS.

(K1)

1. _____ feature makes Java platform-independent.
A. Object-Oriented nature B. Bytecode C. Pointers D. Operator Overloading
2. _____ method is automatically called when an object is created.
A. finalize() B. main() C. constructor D. static method
3. A class can implement _____ interfaces in Java.
A. Only one B. Two C. Three D. Multiple
4. _____ keyword is used for synchronization.
A. sync B. synchronized C. static D. volatile
5. In Java, input and output operations are handled using _____.
A. Threads B. Streams C. Packages D. Interfaces

ANSWER THE FOLLOWING IN ONE (OR) TWO SENTENCES

(K2)

6. What is the difference between Java and C++?
7. What is method overloading?
8. What is static import?
9. What is an exception?
10. What is buffering in I/O?

SECTION – B

(5 X 5 = 25 MARKS)

ANSWER EITHER (a) OR (b) IN EACH OF THE FOLLOWING QUESTIONS.

(K3)

11. a) Explain the benefits of Object-Oriented Programming.
(OR)
b) Explain Java data types.
12. a) Illustrate Constructors and Types of Constructors.
(OR)
b) Implement Method Overriding.
13. a) Explain defining and implementing an interface.
(OR)
b) Explain creation and accessing of packages.
14. a) Articulate the Life Cycle of a Thread.
(OR)
b) Implement Multiple Catch Statements.

15. a) Explain File class and file creation.

(OR)

- b) Discover primitive data type handling in I/O.

SECTION – C

(5 X 8 = 40 MARKS)

ANSWER EITHER (a) OR (b) IN EACH OF THE FOLLOWING QUESTIONS.(K4 (Or) K5)

16. a) Explain Object-Oriented Programming paradigm with its applications.

(OR)

- b) Discuss the features of Java in detail.

17. a) Explain Final Variables, Methods and Classes.

(OR)

- b) Illustrate Wrapper Classes, Enumerated Types and Annotations.

18. a) Relate interfaces in detail including multiple inheritance.

(OR)

- b) Explain naming conventions, adding classes to packages, and hiding classes.

19. a) Categorize Thread Methods with Example.

(OR)

- b) Explain Improved Exception Handling and Using Exceptions for Debugging.

20. a) Explain Java I/O Streams and Stream Classes in detail.

(OR)

- b) Explain interactive I/O and other stream classes.
