



**DIPLOMA IN COMPUTER ENGINEERING AND INTERNET OF THINGS**

**CENTRALIZED QUESTION BANK**

**1058234440 - OBJECT ORIENTED PROGRAMMING IN JAVA**

**DIRECTORATE OF TECHNICAL  
EDUCATION GOVERNMENT OF  
TAMILNADU**

## DIPLOMA END SEMESTER / YEAR EXAMINATION – 2025

**Course:** Computer Engineering and Internet of Things

**Subject :** Object Oriented Programming In Java

**QP Code :** 1058234440

**Time :** 3 Hours

**Date :**

**Session:**

**Max Marks:** 100

### Answer the Following Questions

1.     A) To write a java program to compute the area of a circle, square and rectangle using variables (command line arguments and variable declaration).  
  
       B) To write a JAVA program to implement class and objects - create a class student with four data members. Use a constructor to initialize the data members. Define a method display () to display the information of a student. Use Main method to create the objects.
2.     A) To write a java program to compute the area of a circle, square and rectangle using variables (command line arguments and variable declaration).  
  
       B) Write a Java program to illustrate the concept of single inheritance. Create a parent class "Vehicle". Child class "Car", with each class having distinct functionalities. Override the parent functionality in child class.
3.     A) To write a java program to compute the area of a circle, square and rectangle using variables (command line arguments and variable declaration).  
  
       B) Write a java program to demonstrate exception handling - Read an integer from user. Throw an exception if user enters a non-integer value. Throw another exception if user enters 0 as input. Use finally block.
4.     A) To write a java program to compute the area of a circle, square and rectangle using variables (command line arguments and variable declaration).  
  
       B) Write a java program to demonstrate multithreading concept.
5.     A) To write a java program to compute the area of a circle, square and rectangle using variables (command line arguments and variable declaration).  
  
       B) Write a java program to read a string in lowercase and write the string in uppercase into a file and close the file.
6.     A) To write a java program to compute the area of a circle, square and rectangle using variables (command line arguments and variable declaration).  
  
       B) Write a program to create a simple calculator to perform addition, subtraction, Multiplication and division using button, label and text field.
7.     A) To write a java program to print the default value of all primitive data types.  
  
       B) To write a JAVA program to implement class and objects - create a class student with four data members. Use a constructor to initialize the data members. Define a method display () to display the information of a student. Use Main method to create the

objects.

8.
  - A) To write a java program to print the default value of all primitive data types.
  - B) Write a Java program to illustrate the concept of single inheritance. Create a parent class "Vehicle". Child class "Car", with each class having distinct functionalities. Override the parent functionality in child class.
9.
  - A) To write a java program to print the default value of all primitive data types.
  - B) Write a java program to demonstrate exception handling - Read an integer from user. Throw an exception if user enters a non-integer value. Throw another exception if user enters 0 as input. Use finally block.
10.
  - A) To write a java program to print the default value of all primitive data types.
  - B) Write a java program to demonstrate multi threading concept.
11.
  - A) To write a java program to print the default value of all primitive data types.
  - B) Write a java program to read a string in lowercase and write the string in uppercase into a file and close the file.
12.
  - A) To write a java program to print the default value of all primitive data types.
  - B) Write a program to create a simple calculator to perform addition, subtraction, Multiplication and division using button, label and text field.
13.
  - A) To write a simple java program to demonstrate type conversion that requires cast.
  - B) To write a JAVA program to implement class and objects - create a class student with four data members. Use a constructor to initialize the data members. Define a method display () to display the information of a student. Use Main method to create the objects.
14.
  - A) To write a simple java program to demonstrate type conversion that requires cast.
  - B) Write a Java program to illustrate the concept of single inheritance. Create a parent class "Vehicle". Child class "Car", with each class having distinct functionalities. Override the parent functionality in child class.
15.
  - A) To write a simple java program to demonstrate type conversion that requires cast.
  - B) Write a java program to demonstrate exception handling - Read an integer from user. Throw an exception if user enters a non-integer value. Throw another exception if user enters 0 as input. Use finally block.
16.
  - A) To write a simple java program to demonstrate type conversion that requires cast.
  - B) Write a java program to demonstrate multi threading concept.
17.
  - A) To write a simple java program to demonstrate type conversion that requires cast.
  - B) Write a java program to read a string in lowercase and write the string in uppercase

into a file and close the file.

18.
  - A) To write a simple java program to demonstrate type conversion that requires cast.
  - B) Write a program to create a simple calculator to perform addition, subtraction, Multiplication and division using button, label and text field.
19.
  - A) To write a java program to find greatest of three numbers
  - B) To write a JAVA program to implement class and objects - create a class student with four data members. Use a constructor to initialize the data members. Define a method display () to display the in formation of a student. Use Main method to create the objects.
20.
  - A) To write a java program to find greatest of three numbers
  - B) Write a Java program to illustrate the concept of single in heritance. Create a parent class "Vehicle", Child class "Car", with each class having distinct functionalities. Override the parent functionality in child class.
21.
  - A) To write a java program to find greatest of three numbers
  - B) Write a java program to demonstrate exception handling - Read an integer from user. Throw an exception if user enters a non-integer value. Throw another exception if user enters 0 as input. Use finally block.
22.
  - A) To write a java program to find greatest of three numbers
  - B) Write a java program to demonstrate multi threading concept.
23.
  - A) To write a java program to find greatest of three numbers
  - B) Write a java program to read a string in lowercase and write the string in uppercase into a file and close the file.
24.
  - A) To write a java program to find greatest of three numbers
  - B) Write a program to create a simple calculate or toper form addition, subtraction, Multiplication and division using button, label and text field.
25.
  - A) To write a java program to find the average of 5 students marks using one dimensional array
  - B) To write a JAVA program to implement class and objects - create a class student with four data members. Use a constructor to initialize the data members. Define a method display () to display the information of a student. Use Main method to create the objects.
26.
  - A) To write a java program to find the average of 5 students marks using one

dimensional array

B) Write a Java program to illustrate the concept of single inheritance. Create a parent class "Vehicle" . Child class "Car", with each class having distinct functionalities. Override the parent functionality in child class.

27. A) To write a java program to find the average of 5 students marks using one dimensional array
- B) Write a java program to demonstrate exception handling - Read an integer from user. Throw an exception if user enters a non-integer value. Throw another exception if user enters 0 as input. Use finally block.
28. A) To write a java program to find the average of 5 students marks using one dimensional array
- B) Write a java program to demonstrate multi threading concept.
29. A) To write a java program to find the average of 5 students marks using one dimensional array
- B) Write a java program to read a string in lowercase and write the string in uppercase into a file and close the file.
30. A) To write a java program to find the average of 5 students marks using one dimensional array
- B) Write a program to create a simple calculator to perform addition, subtraction, Multiplication and division using button, label and text field.
31. A) To write a java program to perform matrix arithmetic operations using Multidimensional arrays
- B) To write a JAVA program to implement class and objects - create a class student with four data members. Use a constructor to initialize the data members. Define a method display () to display the information of a student. Use Main method to create the objects.
32. A) To write a java program to perform matrix arithmetic operations using Multi dimensional arrays
- B) Write a Java program to illustrate the concept of single inheritance. Create a parent class "Vehicle". Child class "Car", with each class having distinct functionalities. Override the parent functionality in child class.
33. A) To write a java program to perform matrix arithmetic operations using Multidimensional arrays
- B) Write a java program to demonstrate exception handling - Read an integer from user. Throw an exception if user enters a non-integer value. Throw another exception if user enters 0 as input. Use finally block.

34. A) To write a java program to perform matrix arithmetic operations using Multidimensional arrays  
B) Write a java program to demonstrate multi threading concept.
35. A) To write a java program to perform matrix arithmetic operations using Multidimensional arrays  
B) Write a java program to read a string in lowercase and write the string in uppercase into a file and close the file.
36. A) To write a java program to perform matrix arithmetic operations using Multi dimensional arrays  
B) Write a program to create a simple calculate or to perform addition, subtraction, Multiplication and division using button, label and text field.

#### Allocation Of Marks

Sl. No	Description	Marks
1	Aim(05), Program for the experiment from Part A (30)	35
2	Aim(05),Program for the experiment from Part B (30)	35
3	Execution of the experiment from ( Part A <b>OR</b> Part B)	15
4	Output	10
5	Viva Voce	05
<b>Total</b>		<b>100</b>