



**DIPLOMA IN COMPUTER SCIENCE AND INFORMATION
TECHNOLOGY**

CENTRALIZED QUESTION BANK

1058234440 - OBJECT ORIENTED PROGRAMMING IN JAVA

**DIRECTORATE OF TECHNICAL
EDUCATION GOVERNMENT OF
TAMILNADU**

DIPLOMA END SEMESTER / YEAR EXAMINATION – 2025

Course: Computer Science and Information Technology

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 Multidimensional arrays

B) Write a program to create a simple calculator 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 OR Part B)	15
4	Output	10
5	Viva Voce	05
Total		100