Seat N		nt No	
GUJARAT TECHNOLOGICAL UNIVERSITY M. E SEMESTER – I • EXAMINATION – WINTER 2012			
Subie		win 1 ER 2012 Date: 08-01-2013	}
Subject Name: Advanced Object Oriented Programming			
_	: 02.30 pm – 05.00 pm	Total Marks: 70	
Instructions:			
2.	Attempt question 1 which is compulsory and answer any f Make suitable assumptions wherever necessary. Figures to the right hand indicate the marks.	our from the rest q	uestions.
Q. No.	1		
a.	List out salient features of XML. Briefly discuss about each of Java is platform independent language. Do you agree on this so of byte code and give example.		[7 Marks] th the concept [7 Marks]
Q. No.	2		
	Write a program code to illustrate constructors in multilevel in What is the use of static variables, static methods? Also expla block.		[6 Marks] tic initializer [8 Marks]
Q. No.	3		
	Explain the concept of constructor and copy constructor with List out the principles of Object Oriented Programming and exthe same.	_	[8 Marks] ava supports [6 Marks]
Q. No.	4		
a.	Explain access control rules with respect to derived, non deriv	ved classes from sam	
h	other packages in a tabular form. What is an interface and how a class can inherit from an interface.	face explain with an	[8 Marks]
0.	What is an interface and now a class can innerte from an interf	acc, explain with an	[6 Marks]
Q. No.	5		
a.	Explain java object model with respect to life time and storage	e of simple variables	•
b.	references and user defined objects. Give an example for nested try-catch block and explain the co	oncept of re-throw.	[8 Marks] [6 Marks]
			[]
Q. No.	What are the two ways of creating threads? Explain with suita	ahla ayamnla coda	[8 Marks]
	Explain the concept of method overloading with suitable exam	-	[6 Marks]
Q. No.	7		
a.	Discuss in detail the concept of dynamic method dispatch with	h respect to overridd	en methods in
,	sub classes.		[7 Marks]
b.	Java is an internet friendly language. Justify the statement wit	h your discussion.	[7 Marks]
Q. No.			
a. b.	List out and explain the differences between HTML & XML. Explain the following design patterns with sample code i. Factory methods ii. Singleton		[6 Marks] [8 Marks]
