

Vivekanand College (An Empowered Autonomous), Kolhapur
Department of BCA

Notice

Date: 29/03/2025

All the students of BCA-I are hereby informed that there is **UNIT Test** of the subject **Object Oriented Programming using Java** on **03/04/2025** at **9.10 am-10.30 am**.

The test is of 30 Marks based on UNIT-I.

Attendance is compulsory to all.




(Mr. V.B. Pujari)

HOD

HEAD
DEPARTMENT OF B. C. A.
VIVEKANAND COLLEGE, KOLHAPUR
(EMPOWERED AUTONOMOUS)

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Roll No. :- 21

classmate

Date _____
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1. Explain basic concept of OOPs.
2. Distinguish betn Java, C & C++.
3. Define features of Java.
4. Short note -
 - 1) JVM
 - 2) Java and Internet
 - 3) Applications of OOPs.

Q1.

① Class :-

In the Object-oriented Programming language the concept class is user-defined by blue-print or protocol to classify objects. Multiple objects can be included in class by def to define objects of same category.

Modifiers -

types of modifiers

① Default-key access :-

Modifier which is formed by default keyword or by default is called default-key access.

② Private Access modifier :-

Modifier which is formed by private keyword is called Private Access modifier.

③ Protected Access modifier :-

Modifier which is formed by key protected is called protected Access modifier.

② Object -

In Object oriented programming the concept object

③ Polymorphism -

Polymorphism is the concept of Object Oriented programming that defines as 'poly' means 'many' & polymorphism means many forms. Combining multiple programs is called polymorphism.

There are two methods of polymorphism:-

① Method Overloading - Method overloading is also known as compile-time polymorphism.

② Method Overriding - Method overriding is also known as run-time polymorphism.

④ Inheritance -

The concept inheritance in object oriented programming states that the code inherits

Superclass

Subclass : subclass inherits

Subclass

⑤ Abstraction -

Abstraction is a ~~pre~~ concept of object-oriented programming that shows only essential or useful information or parts to the users. Abstraction doesn't display non-essential part of that particular thing. Example as, You are accelerating your car you are only able to increase or decrease that accelerator or same to the brakes you applied while driving car. You are able to only apply brakes But you don't know the inner function of this system or this mechanism is not displayed here. Abstraction is also same as this example. We just ^{see} the essential information or parts.

Q2. _____

• Origin

- C : It is originated from BCPL, BPL.
- C++ : It is derived from C.
- Java : It is derived from C & C++.

• Platform dependency

- C : It is platform dependent language.
- C++ : It is also platform dependent language.
- Java : It is platform independent language.

• Sourcefile extension

- C : It has .c sourcefile extension.
- C++ : It has .cpp sourcefile extension.
- Java : It has .java sourcefile extension.

Q4. _____

1) JVM - Java Virtual Machine (JVM) is based on JDK (Java Development Kit)

2) Applications of OOPs.

1) Game development:- Object oriented programming is ^{mostly} used in game development. It helps to develop games because of high network feature.

2) Software development :- Software development should also done by application of object oriented programming.

3) Security management :- OOPs also helps in security.

Q2. _____

→ Dynamic and static.

- C : It is static

- C++ : It is also static

- Java : It is Dynamic language.