NEW

Part–III   3-Tier

2018

COMPUTER SCIENCE

PAPER—VIIIA (Set-1)

(Honours)

(PRACTICAL)

Full Marks : 30

Time : 3 Hours

The figures in the right-hand margin indicate full Marks.

Answer any *one* question   20×1

The questions will be selected by Lucky Draw.

1. Write a Java program to multiply two matrices.

2. Write a Java program to implement multilevel inheritance.

3. Develop a vehicle class hierarchy in Java to demonstrate the concept of polymorphism.

4. Write a Java program to design an interface for stack ADT and implements stack ADT using Arrary.

(Turn Over)

5. Write a program to display all prime numbers between two user given limits.

6. Write a program to implement constructor overloading by passing different no. of parameters.

7. Write a program to check whether a string is a subset of another string or not.

8. Write a Java program to demonstrate function overriding.

9. Write a Java program to illustrate the implementation of multiple inheritance.

10. Write a Java program to count the number of words and characters in a given string.

11. Write a Java program to create a vehicle class. Derive car and Bus classes from the vehicle class. Define appropriate constructors for all the classes. Define methods to display vehicle details (including model, price, vehicle number). Make necessary assumption wherever required.

12. Write a Java program that uses both recursive and non recursive functions to print up to the nth value in the Fibonacci sequence. Using object and class.

(Continued)

13. Write a Java program that prompts the user for an integer and then prints out all prime no. upto that range. (using class and objects).

14. Write a Java program to multiply two given matrices. (using the concept of class and objects).

15. Write a Java program to show the utility of copy constructor.

16. Write a Java program to implement multiple inheritance.

17. Write a program to show function overriding in Java.

18. Write a program for starting a given list of names in ascending order using proper class and methods.

[Viva — 05

PNB — 05]

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