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8th Batch (CSE - Evening)

sub: Object Oriented Programming

C-Code: CSI - 211

(a)

Ans: to the Q: No: 1 - (a)

Ans: Polymorphism: In object-oriented programming, polymorphism (from the Greek meaning "having multiple forms") is the characteristic of being able to assign a different meaning or usage to something in different contexts - specifically, to allow an entity such as a variable, a function or an object to have more than one form. There are several different kind of polymorphism.
* Andrew Cooke's "An Introduction to programming Languages" - mention polymorphism.

* Peter Muller's "An introduction to object-oriented programming using C++" Also discusses polymorphism.

— XOX — XOX — XOX —

Q(b) Ans: Class in Java:

Class are a Blueprint or a set of instruction to built a specific type of object-oriented programming which revolve around the real-life Entities class in Java. Determines how an object will behave and what the object will contain.

→ Syntax of class in Java:

Class <class_name> {

 field;

 method;

}

Object in Java: Object is an instance of a class. An object in oops- is nothing but a self-contained component which consists of method and properties to make a particular type of data useful. For example colour name table, bog, banking. When you send a message to an object, you are asking the object to invoke or execute one of its methods as defined in the class. From a programming point of view, an object in oops can include a data structure, a variable, or a function. It has a memory location allocated. Java objects are designed as class hierarchies.

→ object syntax in Java:

class Name Reference variable = new Class
Name();

(c) Ans: Benefit of object oriented programming:

- * OOP models complex things as reproducible, simple structures.
- * Reusable, OOP objects can be used across programmes.
- * Allows for class-specific behavior through polymorphism.
- * Easier to debug, classes often contain all applicable information to them.
- * Secure, protects information through encapsulation.
- * Abstraction: by using classes, you are able to generalize your object types. Simplifying your programme.
- * Inheritance: Because a class can inherit attributes and behavior from another class, you are able to reuse more code.
- * Polymorphism: One class can be used to create many objects all from the same flexible piece of code.
- * Encapsulation: in OOP bundle code into a single unit where you can determine the scope of each piece of data.

Ans: to the Q: No: 2 (a)

* (a) Ans: Java Applets:

Applet is special type of programme that is embedded in the webpage to generate the dynamic content.

It runs inside the Browser and works at client side.

- * It work at client so less response time.
- * secured.
- * It can be executed by browser running under many platforms including linux, windows, Mac, os, etc.

* (b) Ans: Applications that run on Java:

1. Desktop GUI Applications.
2. Mobile Application.
3. Enterprise Application.
4. scientific Application.
5. web-based Application.
6. Embedded systems.
7. Big data technologies.
8. Distributed Application.
9. Cloud - based Application.
10. Software tools.
11. Gaming Application.

* Desktop GUI Application: Desktop Application can be easily developed using Java. we use APIs like AWT, Swing, Java FX to build the Application.

* Mobile Application: A mobile application is a application created for mobile phones and tables. In today's era, the majority of phones and smart dirice have android os and android development is not possible without Java.

* Enterprise Application Java: An enterprise application is a large software system which operates in corporate environment to satisfy the needs of an Organization, rather than of individual user.

* Scientific Application: An scientific Application is an Application that affects real-world activities using mathematics.

Java support the development of scientific Application because of its power full features .

* Web Based Application: A web application is a client server program that is delivered on the internet through a browser interface. Java supports the development of web-application with the help of servlets, struts JSP/JSF.

* Embedded system: An embedded system also known as an integrated system is a combination of many small computing units that assemble together to perform dedicated function for the larger system.

* Big data technologies: The term big data is defined as extremely large and complex data set that may be analyzed to extract patterns, trends, and useful information. It is one of the most popular topics in the world of the latest technology.

~~(C)~~ Multithreading: In Java, multithreading refers to a process of executing two or more threads simultaneously for maximum utilization of the CPU.

A thread in Java is a lightweight process requiring fewer resources to create and share process resource.

* Advantage of multithreading: → Improve performance and concurrency for certain application by using multithreading and multicontexting together. In other application performance can be unaffected or even degraded by using that together. How performance is affected depends on your application.

* Simplified coding of remote procedure call /
* Reduced number of required servers. ^{conversation.}

~~Dis~~ Disadvantage of multithreading:

* Difficulty of writing code.

* Difficulty of debugging.

* Difficulty of testing.

* Difficulty of prototyping existing.

* Difficulty of managing concurrency.

Ans: Ques: No: 02 (d)

Ans: JAVA RMI: Remote method invocation (RMI) allow a java object to invoke method on a object running on another machine.

RMI Provide remote communication between java program. RMI is used for Building Distributed application.

→ Stub and skeleton between difference:

Stub

1. A connection is established using Remote virtual machine.
2. It then transmit the parameters to the Remote virtual machine. This is also known as Marshals.
3. After the 2nd step, it then waits for the output.
4. Now it read the value or exception which is come as an output.
5. At last, it returns the value to the client.

Skeleton

1. All the parameters are read for the remote method.
2. The method is invoked on the remote object.
3. It then writes and transmits the parameter for the result. This is also known as marshals.
4. In RMI, a skeleton is an object that is used as a gateway for the Server-side.
All the incoming request are sent throughit. When a server invokes the method on the skeleton object following thing are performed internally.

Ans: for the Q: NO: 03 (a)

Ans: Java servlets: Servlets technology is robust and scalable because of Java language. Before servlet, CGI (common gateway interface) scripting language was common as a server-side programming language. However, there were many disadvantage of this technology. We have discussed these disadvantage below. There are many interfaces and class in the servlet API such as servent, generic servent, HTTP servlet, Servlet request, servlet response etc.

* Disadvantage of servlet:

1. If the number of clients increase, it takes more time for sending the response.
2. For request, it start a process, and the web server is LTD to start process.
3. It uses platform dependent language. C, C++, perl.

* Advantage of servlet:

1. Better performance: Because it creates a thread for each not process.
2. Portability: Because it use Java language.
3. Robust: JVM manage servlets, so we don't need to worry about their memory leak, garbage collection, etc.
4. Secure: Because it uses Java language.

Ans: To: Ques. No: 03 (b)

Ans: Program:

```
import java.util.Scanner;  
Public class EvenOdd {  
    public static void main (String [] args) {  
        Scanner readnum = new Scanner (System.in);  
        System.out.print ("Enter a number:");  
        int num = readnum.nextInt ();  
        if (num % 2 == 0)  
            System.out.println (num + " is even");  
        else System.out.println (num + " is odd");  
    }  
}
```

Output

Enter a number: 12

12 is even.