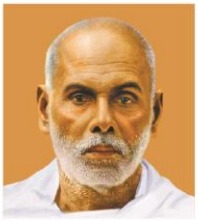
Sree Narayana Guru College
of Engineering & Technology
CHALAKKODE P.O., KOROM, PAYYANUR, KANNUR-670 307



SAMPLE ANSWER SHEET OF INTERNAL EXAM

SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY, PAYYANUR

(Promoted by Sree Bhakthi Samvardhini Yogam, Kannur)
Chalakode-P.O., Payyanur, Kannur – 670307, Kerala

CONTINOUS ASSESMENT TEST - ANSWER BOOK

Name: Hiba T.K	**Roll Number:** 25
Register Number: SNC21CS025	**Branch:** CSE
Course Code/Name: CST 205	

Continuous Assessment No.	Date of Exam	Session	Maximum Marks	Marks obtained	Student Signature	Staff Signature
1	8-11-22	FN.	50	47		11/11/22
TOTAL MARKS					47	
STAFF SIGNATURE					11/11/22	

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
A	3	1.5	3	2.5	3	5.5		14			7							
B						7.5												
C																		
D																		
Total	3	1.5	3	2.5	3	13		14			7							
TOTAL MARKS															47			

INSTRUCTIONS TO STUDENTS

* **Student should write Name & Reg. No. in the front sheet.**
* **Answer all questions.**
* **Students must be seated in the Exam Hall in time and stay until the completion of the Examinations.**
* **Highlight important points.**
* **Draw figure/flowchart wherever necessary.**
* **Answer sheets should be returned to concerned staff after verifying the marks.**

DR. LEENA A. V.
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY, PAYYANUR
KANNUR

SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR

A

11. Visibility table:

	Private	No Modifier	Protected	Public
Same class	Yes	Yes	Yes	Yes
same package sub-class	No	Yes	Yes	Yes
same package non sub class	No	Yes	Yes	Yes
Different package sub-class	No	No	Yes	Yes
Different package non-sub class	No	No	No	Yes.

3. • Array is the homogenous element that are stored in a contiguous memory location.
• Array is a static data structure.
• Size of the array is fixed during declaration, we can't change the size.
• Element in 0th index corresponds to first element
• Advantages: Random access.
• Disadvantage: size limit.
• Vector is a dynamic array
array can be grow or shrink.
• Based on ArrayList, Vector has two differences
- Vector is synchronized.
- Vector extends abstract class and implements List interface.

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

- Vector has a initial capacity size.
- When initial capacity is reached, the vector provide space for storing the object and extra space for additional object.

4. Datatype is the values that a varrable can take.
   - Datatype are of two,
     - Primitive datatype
     - Nonprimitive datatype.
   - primitive datatype is inbuilt data type it is of types, they are int, byte, char, float, double, boolean.

   int, byte, short, long : They can assign integer value. (1, 2, 3..)

   char : They assign characters that is letters. (a, b, c..)

   float and double : decimal values, float is for single precision and double is for multiple precision. (1.2, 3.4.)

   boolean : They assign truth value, that is true or false. (true or false).

5. Interface:-
   - Grouping of related method with no method body.
   - Achieve abstraction and multiple inheritance.
   - No object creation.
   - No constructors.
   - Abstract method is used.
   - Interface variable or attributes - final, static.
   - Interface is blue print of class.

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

- Ensure security.
- Similar reference type as class.
- It contains : constants.
  method signature.
  default and static method.
- Syntax:

```
interface interface_name
{
  // declare constants
  // abstract method.
}
```

packages:-

- Grouping of related class and interface.
- Think of it as folder in file ~~dictionary~~ directory
- Packages are mechanism to avoid name conflicts and write better maintainable code.
- Encapsulation of group of class, interface, subpackages to provide access protection.
- Reusability is the main advantage of package.
- Two type of packages : inbuit packages - pre existing package in java (java.io.*;)
  user defined - user define the package.
  (javac, security).

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

8. Looping statement:

- Statement which execute the program repeatedly till the termination condition is obtained.
- It will execute the program in the loop repeatedly.

There are three three types of Looping statement:

- While.
- do while
- for loop.

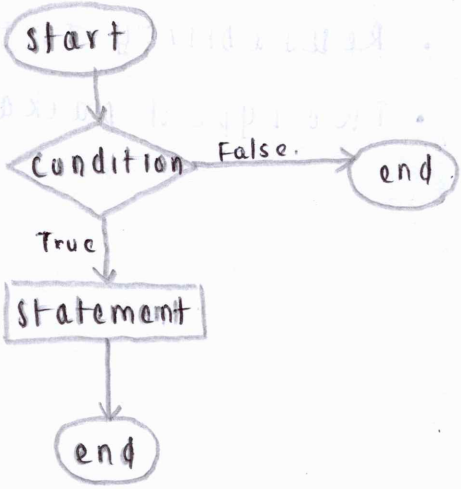
While loop:

- It is a entry control loop.
- Condition is tested first and then the implementation of statement occurs.
- Controlling condition is at the begining of loop.
- Itteration of the loop is not occurs at first if the condition is false.

Syntax:

```
while (condition)
{
 statement;
}
```

Flowchart:



Example:

```
class While {
public static void main [string [] args){
int n = 1;
{
while (n <= x) {
system.out.println (x);
n++
```

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

```
}
}
}
```

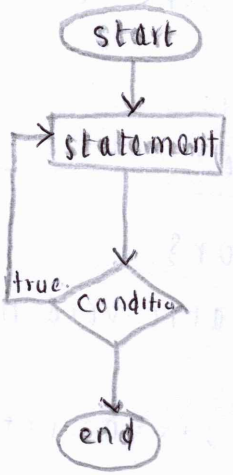
Do while loop:

- It is exit control loop.
- statement is executed atleast once then the condition is checked.
- Controlling condition is at the end of the loop
- Iteration of the loop occurs even if the condition is false.

Syntax:

```
do {
statement;
}
while (condition);
}
```

Flowchart:



Example:

```
class Dowhile {
public static void main(String[] args){
int n=0;
{
do{
system.out.println(n);
n++
}
while (n<10)
}
}
```

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF
ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

For loop:

For loop is a looping statement which execute program until the value is true.

For (initialization; condition; increment)

initialization : intializing a variable.

condition : execute once.

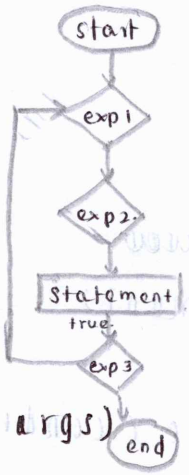
increment : increment or decrement.

Syntax:

```
{
For(i=0; i<=n; i++)
{
statement;
}}
```

exp1 exp2 exp3

Flowchart:



Example:

```
class For{
public static void main (String [] args)
{
For (i=0; i<=n; i++)
{
system.out.println(n);
}
}.
```

6. b) Fire alarm system:

Function oriented design:

- deals with interactive unit
- Hierarchy of functional unit
- top down approach.
- data dictionary → structured unit → pseudo

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

A

object oriented design:

- deals with object
- aquire properties and behaviour of objects.
- strategy → communication → metho

Fire alarm system:

- Multi storied building must have computerized fire alarm at each room.
- It contains smoke detector and fire alarm system.
- fire alarm check the condition of smoke detector.
- Fire condition is reported by smoke dectector and monitor and determine the location
- sound alarm to neighbouring location.
- light alarm to computer console.
- Fire fighting personed get alarm and block the time.
- Fire condition get handled and FAS support re setting of alarm.

Function oriented approach:

```
// Globally to achieve various function
BOOL detector_status [MAX ROOM];
int  dectector_locs  [MAX ROOM];
BOOL alarm_status [MAX ROOM];
// alarm get achieved after status is set
int alarm_locs [MAX ROOM];
// room no. of alarm.
int neighbour_alarm [MAX ROOM];
```

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

// each location has ten neighbour

Function unit:

Function operated by system

interrogate_detector();

get detector_locations

report_neighbout_location;

set_alarm;

reset_alarm;

object oriented approach:

class detector.

attributes: status, neighbour, location

operation: create, get_neighbour, status = sence
get_location

class alarm.

attributes: status, location

operation: create, get_location, set_alarm, reset alarm.

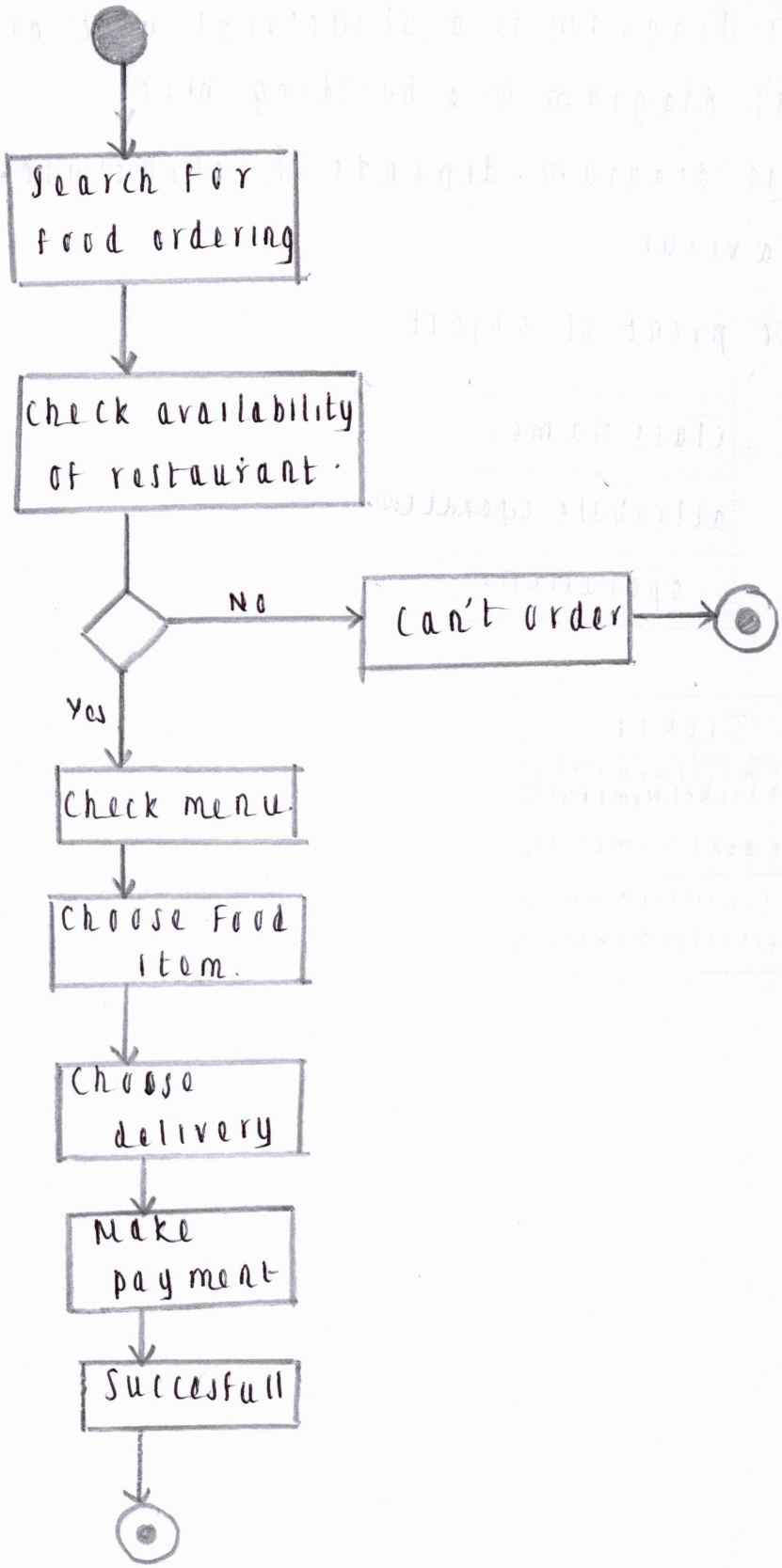
a) ⟶

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF
ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

Hiba T. K
SNC21CS025

A

6. a)



1. public static void main (String[] args)

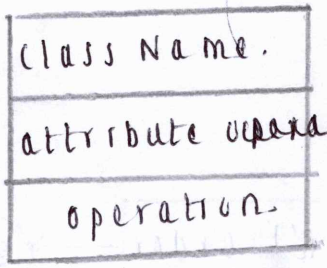
public : It can be assessed anywhere.

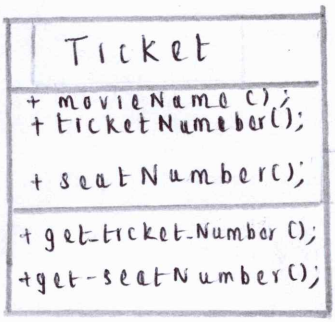
static : use static keyword, value is fixed, no object creation

void : doesnot return any value.

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

2. .Class diagram is a structural unit diagram
- Class diagram is a building block.
- Class diagram depends on structure rather than behaviour
- Blue print of object





Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY, PAYYANUR

(Promoted by Sree Bhakthi Samvardhini Yogam, Kannur)
Chalakode-P.O., Payyanur, Kannur – 670307, Kerala

CONTINUOUS ASSESMENT TEST - ANSWER BOOK

Name: HAIFA C	**Roll Number:** 24
Register Number: SNC21CS024	**Branch:** CSE
Course Code/Name: CST 205	

Continuous Assessment No.	Date of Exam	Session	Maximum Marks	Marks obtained	Student Signature	Staff Signature
1	13-12-22	FN	50	44	Haifa	Nimisa 17/12/22
TOTAL MARKS						
STAFF SIGNATURE					Nimisa 17/12/22	

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
A	3	3	3	2	2	7		10		14								
B																		
C																		
D																		
Total	3	3	3	2	2	7		10		14								
TOTAL MARKS																44		

INSTRUCTIONS TO STUDENTS

* Student should write Name & Reg. No. in the front sheet.
* Answer all questions.
* Students must be seated in the Exam Hall in time and stay until the completion of the Examinations.
* Highlight important points.
* Draw figure/flowchart wherever necessary.
* Answer sheets should be returned to concerned staff after verifying the marks.

SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY PAYYANUR

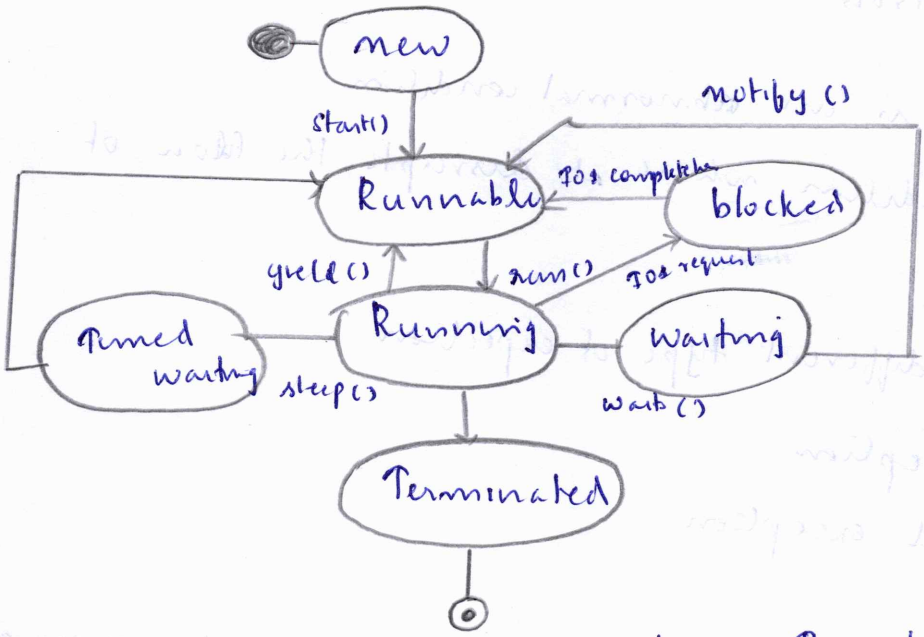
Dr. LEENA A. V.
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY, PAYYANUR
KANNUR

1)

Byte stream	Character stream
* Handle the data in bytes	* Handle the data in 16 bit unicode
* Store the data in binary files	* Stores the data in unicode conversion
* Can store images, videos, audios etc	* Can read and write text only
* Eg:- Input stream & output stream	* Can read and write data value character by character Eg: File Reader, File Writer

A

2)



new :- In this step, create instance Thread class before convocation of start

Runnable :- The stage after convocation of start where the scheduler doesnot selected it as running

Running :- Scheduler selected it as running

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

blocked:- It is the stage where thread is alive but it does not run

terminated:- It is the method where ~~pro~~ ~~it run~~ ~~wh~~ program is terminated or dead where it run() method exists

5) * Platform independent
* hight weight
* Customizable
* Plugging
* Manageable
* Model view controller (MVC)
* Rich controls

6) . Exception it is an abnormal condition
. It is a condition where at disrupt the follow of instructors

there are different type of expection

* Checked exception
* Unchecked exception
* error

Checked exception:- It is the exception that occurs at compilation time

. It is also called compile time exception

Eg:. IO exception

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF
ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

Unchecked:- It is present at run time also called run time exception

Eg:- Null pointer exception

* There are 5 Exception handling keyword in java

1) Try
2) Catch
3) Finally
4) Throw
5) Throws

Try:- It is defined as a space where it encloses the exception. It can occur alone. It will be with catch or finally.

Eg:-
```
class TryExample CatchExample
public static void main (String [] args)
{
Try
{
 int data = 50/0 ;
}
catch (Exception e)
{
system.out.println (e);
}
}
```

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

2) catch :- Catch is used to handle exception.
Catch is present preceeding catch. finally will be there after catch

Eg:-
```
class Try Catch Example
public static void main (String [] args)
{
Try
{
 int data = 50/0;
 }
 catch (Exception e)
{
System.out.println(e);
}
```

3) Throw :- Throw is used to throw an exception

Eg :-
```
class ~~main~~ ThrowTest
public static void validate (int age)
{
 ~~Try~~ if (age < 18)
 Throw Exception ("Person is not eligible to vote");
 }
 else
 {
 System.out.println("Person is eligible to vote");
 }
public static void main (String args[])
{
validate (13)
system.out.println("Rest of code");
}
}
```

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

4)) Finally :- Finally keyword is used to execute the exception. Exception is executed whether it is handled or not

Eg:-

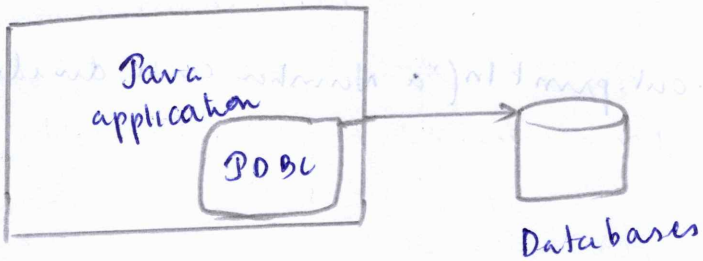
```
class Demo Example
public static void main (String args[])
{
int first number, second number;
Try
{
first number = 0
second number: 62/first number
System.out.println ("Hi, I am at the end of try block");
}
Catch
{
system.out.println("a Number can't divided by 0");
}
finally
{
System.out.println ( I am finally, I execute every exception");
}
}
```

5) Throws :- Throw is used to declare an Exception. It is used to specify the exception that is gonna occur

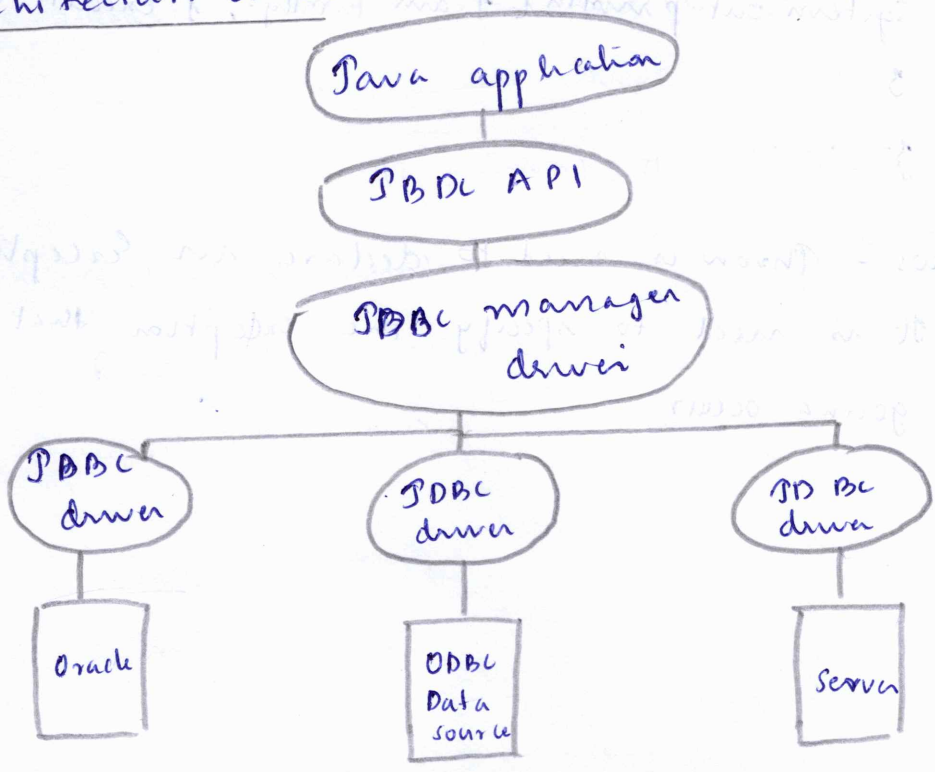
Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

10) JDBC - Java data Base connectivity

* Java database connectivity in standard API for independent database connectivity with Java programming language and various data bases
* API gives access to the statement in structured query language
* JDBC in library form API for the following
  * Make a connection to Data base
  * Create SQL & MySQL statements
  * Execute SQL & MySQL queries
  * View by and modify the results



Architecture of JDBC



Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

* There are 5 steps in JDBC

1) Registre the driver class
2) Create connection
3) Create statement
4) Execute Queries
5) close connection

1) Registre the driver class

- It is the first steps first we need to load or ~~the~~ registre driver class
- It is done once in the program
- Class.forname ("com.mysql.jdbc.Driver")

2) Create connection

- get connection () ~~method~~ by DriverManager class method
- ~~p~~ void get connection connection (string url, string name, string password) throws IO exception

3) Create statement

- After getting connection, create statement by connection ~~class~~ method
- ~~Syn~~ statement created is executed in next step
- Syntax :- Statement stmnt = con.create statement();

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

4) Execute queries

- Execute queries() with statement method
- There are 2 type of queries
  1) Query updating
  2) Query retrieving

* Execute ( )
* Execute Query ( )
* Execute update ( )

5) close connection

- It is used to close connection

Syntax: close connection = con.close();

Eg:-

```
import java.sql.*;
class mysql
{
public static void main(String args[])
{
Try
{
class.For name ("com.mysql.jdbc.Driver");
Connection con = create Drwer manager.get connection
                 (jdbc:mysql://localhost_3306/student,student)
Statement stmnt: con.create statement()
Result Set rs = Create Query ("Select from user");
while (rs.next());
}
Catch
con.close();
}
```

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF
ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

```
catch (Exception e)
{
(Exception e)
&
System.out.println(e);
}
}
```

8) Different string comparison methods in java are

1) By Equals()
2) By EqualsToIgnoreCase();
3) By operators
4) By Compareto()
5) By CompareToIgnoreCase().

1) By Equals() & By EqualsToIgnoreCase()

- It compares the string value which is equal
- It gives the value unity

Eg:-

```
import java.io.*;
import javax.swing;
class StringCompare
{
public static void main (String args[])
{
string str1 = "java"
string str2 = "java"
string str3 = python

System.out.println( S1.equal (S2))
System.out.println ( S1. equals (S3))
```

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

```
}
}
```

Output :-

True

False

2) By operators (==)

- It compare the refference not values

Eg:-

```
import java.io.*;
import javax.swing;
class Compares
{
public static void main(String args[])
{
String str1 = "java"
String str2 = "Java"
String str3 = python

System.out.println ( s1 == (s2))
System.out.println ( s1 == s3)
System.out.println ( s2 == s3)
}
}
```

~~Output~~

~~false~~

~~false~~

false

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF
ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

3) By Compare() & CompareToIgnoreCase();

A

- It compares the value lexicographically
- Consider two string S_1 & S_2

$S_1 = S_2$: 0

$S_1 > S_2$: 1

$S_1 < S_2$: -1

Eg:-

```
import java.io.*;
import javax.swing;
class Compare
{
public static void main (String args[])
{
String str1 : "java"
String str2 : python
String str3 : "Java"
System.out.println( S1.compareTo(S2))
System.out.println (S2.compareTo(S3))
System.out.println( S1.compareTo(S3))
}
}
```

Output

-1

1

0

4) 1) java.awt.BorderLayout

2) java.awt.GridLayout

3) java.awt.FlowLayout

4) javax.swing.BoxLayout

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

5) java.swing.SpringLayout

- Border layout :-

In Border layout arrange components in different region

- Grid layout :-

In Grid layout arranges component in rectangular grid

- Flow Layout :-

In Flow layout components arranged line by line.

- Card layout :-

In card layout only one component is visible at a time

- Box layout :-

Components are arranged horizontally and vertically

3)

String	String Buffer
• String is Immutable	• String Buffer is mutable
• string is slow and requires more memory when you concat a string	• String buffer is faster and requires less memory when you concat a string
• String overide the equals() by method object	• String buffer doesnot overide the Equals()
	• String Buffer append()
	• String Buffer Insert()
	• String Buffer Reverse()

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY, PAYYANUR

(Promoted by Sree Bhakthi Samvardhini Yogam, Kannur)
Chalakode-P.O., Payyanur, Kannur – 670307, Kerala

CONTINUOUS ASSESMENT TEST - ANSWER BOOK

Name: Abhinav K	**Roll Number:** 3
Register Number: SNC21CS003	**Branch:** CSE
Course Code/Name: CST 205, Object Oriented Programming in Java	

Continuous Assessment No.	Date of Exam	Session	Maximum Marks	Marks obtained	Student Signature	Staff Signature
3	5/1/23	FN	50	32.5		5/1/23
TOTAL MARKS					32.5	
STAFF SIGNATURE					5/1/23	

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
A	3	2	3	3	3	0		9	0.5	10								
B																		
C																		
D																		
Total	3	2	3	3	3	0		8	0.5	10								
TOTAL MARKS															32.5			

INSTRUCTIONS TO STUDENTS

* **Student should write Name & Reg. No. in the front sheet.**
* **Answer all questions.**
* **Students must be seated in the Exam Hall in time and stay until the completion of the Examinations.**
* **Highlight important points.**
* **Draw figure/flowchart wherever necessary.**
* **Answer sheets should be returned to concerned staff after verifying the marks.**

Dr. LEENA A. V.
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY, PAYYANUR
KANNUR

A

1) The Java Buzz words are:

- Simple :- Java is a simple programming language
- Powerful :- Java is powerful.
- Object oriented programming language
  - Class
  - Object
  - Data abstraction
  - Data encapsulation
  - Data polymorphism
  - Data inheritance.
- Robust - Java has very good memory management
- Secure :- Java is secure because it runs byte code which only JVM can interpret.
- Platform independent - Java is can run in almost any platform
- Multithreading :- Java allows multithreading.

2.

Checked	Unchecked
• It is a type of exception which is checked by the compiler during execution	• It is unchecked by the compiler.
• It is compile time.	• It is run-time
eg: IOException	eg: Arithmetic Exception

Leena

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

3. Packages are group of subclasses, interface and methods. It is used to acheive data encapsulation. Packages can be declared by three methods:

(i) import package.*;

(ii) import package.classname;

(iii) By fully qualified name

Interface is a blueprint of class. It contains static constants and abstract methods. It is used to acheive data abstraction and multiple inheritance which is not supported by java. Declared using "interface" keyword.

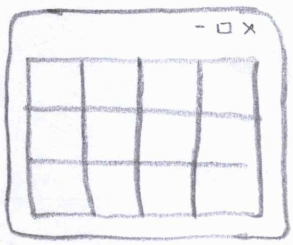
4. Swing Layout Manager in Java are:

(i) Border Layout :- It is used for getting bordered graphical inter face.

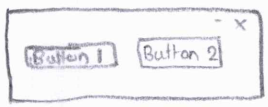
(ii) Grid Layout :- It is use for getting grid graphical interface.

(iii) GroupLayout :- Used for having group of buttons.

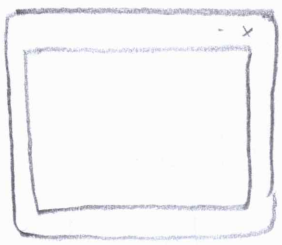
Grid Layout



Group Layout



Border Layout



5. The features of Swing API are:

(i) Platform independent :- There is not specific independent for Swing API

(ii) Light weight :- It is light weight and runs easily

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

- Maneagable :- It is very easy to manage
- Rich controls :- It has modern java controls.
- Customizable :- It is easy to customize
- Model View Controller :- It is an architecture present in swing API
- Plugging

10. For establishing database connectivity here we are using mySQL. For that we need

- Connection
- Driver manager
- Username
- Password.

```
Import java.mySQL;
Class Connection Con
{
    Public Static void main (String [] args)
    {
        try {
            Connection con = new Connection (System.in)
            Drive Manger = ( mySql.jdbc.driver )
            Driver Manager = Driver ("//jdbc:server
                                local:3306/
            System.out.println ("root, root");
            System.out.println ("getInt(1)", "), getString(2)",
```

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

```
        getString b3 " " );
    } catch ( @ Exception e )
      {
        System.out.println ("
      }
}
```

Here the username is taken as root and password is also taken as root.

8. Exceptions are the unexpected events occur during the execution of a program which obstructs the flow the program. ~~This can be~~ Exceptions are ~~two~~ ~~by~~ three types:

- Checked:- These are checked during compiling
- Unchecked :- These are unchecked during compilation
- Errors :- These can't be handled.

Exceptions can be handled. For handling Exceptions we use some keywords :

(i) try :- these keywords are used when exceptions are occured. Try cannot be alone. It will be followed by catch

```
try {
    // block of code
}
```

(ii) catch :- It is used ~~when~~ to handle exceptions. It after try keyword and may be followed by

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

finally keyword.

```
try {
    // block of code
}
catch ( Exception e )
    {   // block of code to handle exception
    }
```

(iii) finally :- It is the crucial to be execution whether exception occurs or not.

```
finally
{   // crucial code
}
```

(iv) throws :- It throws an exception.
eg: throws IOException

(v) throw :- It is used to declare an exception.

6.	Function oriented	Object Oriented
•	It considers virtual entity for design approach	• It considers real world entity.

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR

9.

	Public	Private	Protected
Same class	Yes	Yes	Ye

Dr. LEENA A V
PRINCIPAL
SREE NARAYANA GURU COLLEGE OF
ENGINEERING & TECHNOLOGY
PAYYANUR, KANNUR