

 <b>VITS, BHOPAL</b>		<b>VAISHNAVI INSTITUTE OF TECHNOLOGY &amp; SCIENCE</b> <b>COMPUTER SCIENCE ENGINEERING</b>  <u><b>ASSIGNMENTS</b></u>	<b>FORM NO</b>	<b>VITS/A/05</b>
<b>BRANCH</b>	<b>CSE</b>		<b>REV. NO</b>	<b>00</b>
<b>SEMESTER</b>	<b>III</b>		<b>REV. DT</b>	<b>02/6/18</b>
<b>NAME OF FACULTY: PRIYANKA GARG</b> <b>SUBJECT: OBJECT ORIENTED PROGRAMMING SYSTEMS</b> <b>SUBJECT CODE: CS-304</b>				

#### ASSIGNMENT-I

1. Compare procedure Oriented Programming VS object oriented Programming.
2. Explain about various elements of OOPS.
3. Describe about object model.
4. Merits & demerits of OO methodology.
5. What is IO processing .

#### ASSIGNMENT-II

1. Explain Encapsulation & Data abstraction.
2. Describe object and classes.
3. Explain construction & destruction of objects.
4. Describe about access modifiers.
5. Define the concept of object state, behavior and identity .

#### ASSIGNMENT-III

1. What is association and aggregation ?
2. What is inheritance? Explain its various types.
3. Explain the concept of interfaces and abstract classes.
4. Describe object and classes.

#### **ASSIGNMENT-IV**

1. Explain about polymorphism.
2. Write a short note on method overloading.
3. Write a short note on method overriding.
4. Explain about static and run time polymorphism.

#### **ASSIGNMENT-V**

1. Explain about string.
2. Define about multi threading and data collection.
3. Describe about exception handling.
4. Draw the diagram of ATM & library management system.