Code : CS05434

III B.Tech II Semester(R05) Supplementary Examinations, April/May 2011

OOP THROUGH JAVA (Electronics & Communication Engineering)

(For students of RR regulation readmitted to III B.Tech II Semester R05) Max Marks: 80

Time: 3 hours Answer any FIVE questions All questions carry equal marks

- 1. (a) Describe the structure of a typical java program
 - (b) Enumerate the rules for creating identifiers in java
 - (c) What are the conventions followed in java for naming identifiers? Give examples.
- 2. (a) What is a constructor? What are its special properties?
 - (b) How do we invoke a constructor?
 - (c) What are objects? How are they created from a class?
- (a) Justify the following statement with an example. "A superclass variable can reference a subclass object".
 - (b) Explain the main two uses of super.
 - (c) Explain the procedure to call super class members with example.
- (a) Write a program to create a class with an inner class. In a separate class, make an instance of the inner class.
 - (b) Write a program to create a class with an inner class that has a non default constructor. Create a second class with an inner class that inherits from the first inner class.
- (a) Give the Class hierarchy in Java related to exception handling. Briefly explain each class.
 - (b) What is the necessity of exception handling? Explain exception handling taking "divideby-zero" as an example.
- 6. Write a stand-alone AWT based application which creates a frame window that responds to mouse clicks and key strokes.
- 7. Explain the following:
 - (a) Creating an applet
 - (b) Passing parameters to applets
 - (c) Adding graphics and colors to applets.
- 8. Explain the uses of following with sample programs.
 - (a) TimeZone class
 - (b) Calender class
 - (c) GregorionCalender class.
