

Code: 15A05403

**R15**

B.Tech II Year II Semester (R15) Regular Examinations May/June 2017

**OBJECT ORIENTED PROGRAMMING USING JAVA**

(Common to CSE &amp; IT)

Time: 3 hours

Max. Marks: 70

**PART - A**

(Compulsory Question)

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- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) Explain about commands javac, java.
  - (b) List any four predefined packages in java.
  - (c) What is multitasking?
  - (d) Define an event in java.
  - (e) Demonstrate the use of "?" operator.
  - (f) Differences between the object oriented program and procedural oriented programming.
  - (g) Explain about Bitwise operators in java.
  - (h) Explain the normal flow of a thread with neat diagram.
  - (i) List out event sources.
  - (j) Explain parameter passing methods in java.

**PART - B**

(Answer all five units, 5 X 10 = 50 Marks)

**UNIT - I**

- 2 (a) Explain briefly buzzwords of java.  
(b) Explain any four object oriented programming features.

**OR**

- 3 (a) Explain about arrays in java with an example program.  
(b) Write a java program to perform matrix multiplication.

**UNIT - II**

- 4 (a) Explain about StringTokenizer class in java with example.  
(b) In how many ways a package can be imported. Explain with an example program.

**OR**

- 5 (a) What is a constructor? Explain constructor overloading with an example.  
(b) What is a method? Explain method overloading with example.

**UNIT - III**

- 6 (a) Define a package. Write down the steps to create a package.  
(b) Define an interface. Explain about implementing an interface with example.

**OR**

- 7 (a) What is an exception? Explain various exception types.  
(b) Write a java program using all keywords of exception handling.

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**R15****UNIT - IV**

- 8 (a) Write a java program that creates a thread by extending the thread class.  
(b) Explain about thread priorities in java with suitable example.

**OR**

- 9 (a) Explain about the ways to create an applet with example.  
(b) How to pass parameters to an applet? Explain with an example.

**UNIT - V**

- 10 (a) List and explain various AWT components in java.  
(b) Explain about event delegation model.

**OR**

- 11 Explain the following layout managers.  
(a) Border layout.  
(b) Grid layout.  
(c) Flow layout.

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