Code.No: 07A3EC06   R07   SET-1

II B.TECH – I SEM EXAMINATIONS, NOVEMBER - 2010
OBJECT ORIENTED PROGRAMMING
(COMMON TO ME, MCT, MEP, AME)

Time: 3hours   Max.Marks:80

Answer any FIVE questions
All questions carry equal marks
- - -

1.   Define the following oops terms? Explain the relationship between these terms using an example from real world?
      a)   class   b)   object   c)   responsibilities
      d)   behavior   e)   method   f)   message
      g)   agent   h)   encapsulation.   [16]

2.a)   Write a java program to find the Greatest Common Divisor of three numbers?
  b)   Explain different access specifiers and access modifiers available in java? Briefly discuss applicability of access modifiers to variables, methods and classes?   [8+8]

3.a)   What is inheritance. Explain two benefits of inheritance, with an example of each.
  b)   Write an abstract class called Shape consists of area and perimeter methods? Define subclasses named Circle, Triangle, and Rectangle to Shape class. Define a class Square to Rectangle. Write a test program that create an object of Circle, Triangle, Rectangle and Square and print the corresponding area and perimeters of the objects?
                                                                            [6+10]

4.a)   How many priority levels supported by java threads? How one can set minimum and maximum priorities to threads? If we are not assigning any priority to a thread, what is its priority?
  b)   Write an exception subclass which throws an exception if the variable age passed as argument to a method and the value of age is less than 20? Demonstrate it by using a test java program?   [4+12]

5.a)   Write a note on Java's delegation event model?
  b)   Where we use paint, repaint, update methods of the AWT graphics class? Illustrate with a simple java program?
  c)   What is an Adapter class? What is the main advantage of using them?   [5+8+3]

6.a)   How one can compile a program that contains a package? How one can use the classes inside the package created previously in another class and compiles it successfully? Illustrate with a simple java program?
  b)   What is the difference between a class and an interface? Write a complete java program to demonstrate a class implementing two interfaces?   [8+8]

7.a)   Explain briefly the life cycle of an Applet?
  b)   Write a swing application that will display text "Colors Application" and name of colors in two different list boxes – one for foreground another for background. Set the colors as per user clicks on particular color in list boxes?   [6+10]

8.a)   What is a diagram? Explain how objects of the class Datagram Packet can be created?
  b)   Explain about InetAddress class and its most widely used constructors and methods?
  c)   With an illustrate program to generate 10 random numbers between 50 and 100? (Using java.util.Random class).   [5+5+6]

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Code.No: 07A3EC06   R07   SET-2

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OBJECT ORIENTED PROGRAMMING
(COMMON TO ME, MCT, MEP, AME)

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Code.No: 07A3EC06   R07   SET-3

II B.TECH – I SEM EXAMINATIONS, NOVEMBER - 2010
OBJECT ORIENTED PROGRAMMING
(COMMON TO ME, MCT, MEP, AME)

Time: 3hours   Max.Marks:80

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Code.No: 07A3EC06

R07

SET-4

II B.TECH – I SEM EXAMINATIONS, NOVEMBER - 2010
OBJECT ORIENTED PROGRAMMING
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Time: 3hours   Max.Marks:80

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