Code.No: 07A40591 | R07 | SET-1

II B.TECH – II SEM EXAMINATIONS, DECEMBER - 2010
OBJECT ORIENTED PROGRAMMING
(COMMON TO CSE, CHEM, IT, CSS, ECC)

Time: 3hours **Max.Marks:80**

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

1. What are exception types? What happens if we don't handle an exception? [16]

2. What is an Object? How can you declare Objects? Explain with an example. [16]

3. Explain the importance of final key word. [16]

4.a) What are the four categories of visibility for class members?
b) Explain how a package subclass can access protected and public variables? [8+8]

5.a) Differentiate between process-based multitasking and thread-based multitasking.
b) Explain the various states of a thread. What is the purpose of assigning priorities to the threads?
c) What is synchronization? Explain briefly with an example. [4+6+6]

6. Define Abstract class and Interface and what is the difference between them explain with suitable examples. [16]

7. Write an applet program to design login screen? [16]

8. Write short notes on:
a) Server Socket.
b) Datagram Socket.
c) Datagram Packet.
d) URL Connection. [4+4+4+4]

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Code.No: 07A40591	R07	SET-2

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OBJECT ORIENTED PROGRAMMING
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Time: 3hours **Max.Marks:80**

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

1. Explain 'Classes' and 'Objects' briefly. [16]

2. Explain in detail the usage of different access specifies supported in Java. [16]

3. Explain the benefits of inheritance. How does java achieves its. [16]

4. How can you access a collection via an Iterator? Explain. [16]

5. When do we use multiple catch handlers? Explain. [16]

6. Write a stand-alone AWT based application which creates a frame window that responds to mouse clicks and key strokes. [16]

7. Differentiate the following with suitable examples:
   a) Frame, JFrame
   b) Applet, JApplet
   c) Menu, Jmenu [6+5+5]

8. What are the various networking classes and interfaces present in Java? Explain. [16]

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Code.No: 07A40591 | R07 | SET-3

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OBJECT ORIENTED PROGRAMMING
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Time: 3hours **Max.Marks:80**

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

1. Define the following terms:
   i) Method binding.
   ii) Overriding.
   iii) Exception. [16]

2. What are the Relational operators in Java? Explain with an illustrative example. [16]

3. Explain the two different methods provided by the java language to support the idea of inheritance of specification. [16]

4. a) How does Random class generate pseudo random numbers?
   b) Write a program to generate a set of random numbers. Find its sum and average. The program should also display * based on the random numbers generated. [16]

5. When does a program throw an Exception? Explain with a sample program? [16]

6.a) Write a java program to illustrate text alignment.
   b) Explain following AWT classes with methods defined in them.
   i) Font
   ii) Color
   iii) Graphics
   iv) Menu. [8+8]

7.a) What are the limitations in AWT? How can you overcome by using Swings?
   b) Explain about MVC architecture? [8+8]

8. Write short notes on:
   a) TCP
   b) UDP
   c) IPAddress
   d) DNS. [4+4+4+4]

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Code.No: 07A40591 | R07 | SET-4

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

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

1. Define a class? What is its importance in OOPs? [16]

2. Explain Decision control statements in Java? Mention their Syntaxes. Give an example for each. [16]

3. Define simple inheritance. Explain with am example. [16]

4. Explain each method defined by Data class with an example. [16]

5. a) Explain the role of stack in Java exception handling?
   b) Give the classification of various exceptions in Java. [10+6]

6. What is event source? Give examples of event sources. How events are generated? Are all events generated by user actions? Comment on it. [16]

7.a) What is an Applet? Briefly describe the applets architecture? Differentiate between init() and start() in an applet?
   b) Briefly describe the lifecycle of an applet? [8+8]

8. Write a program to illustrate the usage of the following methods of StringBuffer class. Explain the output in each case. Delete(), setChatAt(), deleteChatAt(), append(), chatAt(), getChars(). [16]

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