

Code No: 07A4EC08

R07**Set No. 2****II B.Tech II Semester Examinations, December 2010****OBJECT ORIENTED PROGRAMMING****Common to Electronics And Telematics, Electronics And Communication Engineering****Time: 3 hours****Max Marks: 80****Answer any FIVE Questions
All Questions carry equal marks**

1. (a) Explain multithreading by creating multiple threads (more than two).
(b) What is the use of Alive() and join() functions in multithreading? [8+8]
2. (a) When do we declare a method or class as final?
(b) When do we declare a method or class as abstract?
(c) Describe different levels of access protections available in java. [4+4+8]
3. Create three interfaces, each with two methods. Inherit a new interface from the three, adding a new method. Create a class by implementing the new interface and also inheriting from a concrete class. Now write four methods, each of which takes one of the four interfaces as an argument. In main(), create an object of your class and pass it to each of the methods. [16]
4. (a) Why do you use frames?
(b) Explain the syntax and functionality of different methods related to Frames. [4+12]
5. (a) List and explain the eight data types used in Java. Give examples.
(b) Write a while loop to find the smallest n such that n^2 is greater than 10,000. [8+8]
6. Define the terms client and server. Use socket programming to design a client/server application that takes the filename as input, checks whether the file exists and displays its contents if exists. Display appropriate message for each case. [16]
7. What are JWindow and JLabel? What are their uses? Explain the steps involve in creating them with java skeleton code. [16]
8. Create a 3-level inheritance hierarchy. Each class in the hierarchy should have a finalize() method, and it should properly call the base-class version of finalize(). Demonstrate that your hierarchy works properly. [16]

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R07**Set No. 4****II B.Tech II Semester Examinations, December 2010****OBJECT ORIENTED PROGRAMMING****Common to Electronics And Telematics, Electronics And Communication Engineering****Time: 3 hours****Max Marks: 80****Answer any FIVE Questions
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1. What are various layout managers available in JFC? List each of them with their functionality. Explain them with suitable examples. [16]
2. What are the methods supported by KeyListener interface and MouseListener interface? Explain each of them with examples. [8+8]
3. (a) How are constants and variables important in developing programs?
(b) List the eight data types used in Java. Give examples.
(c) What is scope of a variable?
(d) What is type casting? Why is it required in programming? [4+4+4+4]
4. Add a new method in the base class of Shapes.java that prints a message, but don't override it in the derived classes. Explain what happens. Now override it in one of the derived classes but not the others, and Explain what happens. Finally, override it in all the derived classes, Explain in detail about each situation. [16]
5. (a) What is the role of stack in exception handling?
(b) Give the classification of exceptions. [8+8]
6. (a) Describe the difference between object declaration and object creation. Use a state-of-memory diagram to illustrate the difference.
(b) Show a state-of-memory diagram after each of the these statements is executed.

Person	person1, person2;
person1	= new Person();
person2	= new Person();
person2	= new Person();

[8+8]
7. Write short notes on:
 - (a) "whois" port
 - (b) URL connection class
 - (c) Datagram packet. [5+5+6]
8. Prove that all the methods in an interface are automatically public. [16]

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R07**Set No. 1****II B.Tech II Semester Examinations, December 2010****OBJECT ORIENTED PROGRAMMING****Common to Electronics And Telematics, Electronics And Communication Engineering****Time: 3 hours****Max Marks: 80****Answer any FIVE Questions
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1. Create a base class with an abstract print() method that is overridden in a derived class. The overridden version of the method prints the value of an int variable defined in the derived class. At the point of definition of this variable, give it a nonzero value. In the base-class constructor, call this method. In main(), create an object of the derived type, and then call its print() method. Explain the results. [16]
2. What is JFC? Explain the differences between JTextArea, JTextComponent, JTextField with examples. [16]
3. (a) Describe the genesis of java. Also write brief overview of java.
(b) Write a program to convert the given temperature in Fahrenheit to Celsius using the following conversion formula $C = (F - 32)/1.8$ And display the values in a tabular form. [8+8]
4. What are the methods supported by the following interfaces. Explain each of them
(a) ActionListener interface
(b) MouseMotionListener interface
(c) TextListener interface. [4+8+4]
5. (a) What is class? How does it accomplish data hiding?
(b) What is a default constructor?
(c) How many constructors can a class have?
(d) What is the difference between invoking a copy constructor and using an assignment? [4+2+6+4]
6. (a) Define Deadlock. What are its disadvantages?
(b) Explain deadlock with the help of an example java program. [6+10]
7. Explain the uses of following with sample programs.
(a) TimeZone class
(b) Calender class
(c) GregorionCalender class. [5+5+6]

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8. Show that an inner class has access to the private elements of its outer class.
Determine whether the reverse is true. [16]

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R07**Set No. 3****II B.Tech II Semester Examinations, December 2010****OBJECT ORIENTED PROGRAMMING****Common to Electronics And Telematics, Electronics And Communication Engineering****Time: 3 hours****Max Marks: 80****Answer any FIVE Questions
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1. Prove that the fields in an interface are implicitly static and final. [16]
2. (a) What are the differences between single inheritance and multiple inheritance? Explain with suitable example.
(b) What is Multilevel inheritance ? Explain with suitable example. [8+8]
3. Briefly explain various layout managers with suitable examples. [16]
4. Explain in detail about the following event classes:
(a) ComponentEvent
(b) ContainerEvent
(c) FocusEvent. [6+5+5]
5. Distinguish between the following terms:
(a) Objects and classes
(b) Data abstraction and data encapsulation
(c) Inheritance and polymorphism
(d) Dynamic binding and message passing. [4+4+4+4]
6. (a) What is the difference between the vector Object and array Object?
(b) What is the difference between a String Object and array of char values?
(c) Write a program for addition of matrices (Test the validity of matrix sizes before performing multiplication) [4+4+8]
7. Explain in detail different Array related exceptions with the help of examples. [16]
8. (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. [8+8]
