

Code.No: 07A7EC33

R07

SET-1

IV B.TECH – I SEM EXAMINATIONS, NOVEMBER – 2010
OBJECT ORIENTED PROGRAMMING
(ELECTRONICS AND INSTRUMENTATION ENGINEERING)

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

Answer any FIVE questions
All questions carry equal marks

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1. a) What is meant by a constructor? Explain constructor overloading with a sample Java program.
b) Discuss various types of access controls in Java with suitable examples. [8+8]
2. a) List out various literals in Java and explain them clearly.
b) State various control statements in Java. And explain any of them. [8+8]
3. a) What is meant by inheritance? List various types of inheritances and also discuss the advantages and disadvantages by using inheritance.
b) What is meant by an abstract class? Explain with an example how to use abstract classes. [8+8]
4. a) What is meant by a package? Discuss its importance and also discuss with an example how to define a package.
b) The Interfaces can be extended. Discuss it with a sample Java program. [8+8]
5. a) What is meant by an exception? What are the various types of exceptions? Explain them.
b) Discuss various approaches to achieve synchronization among threads. [8+8]
6. What is meant by event handling? State and explain in detail the main event classes in Java.awt.event. [16]
7. a) What are the special string operations? Explain any two of them.
b) Explain clearly the JFrame and JComponent classes. [8+8]
8. Write short notes on the following:
 - a) Combo boxes.
 - b) Sockets.
 - c) Java.net.[16]

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

Answer any FIVE questions
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- - -

1. a) Write the general structure of a class. Discuss with an example how to declare objects.
b) Discuss the need for object oriented programming paradigm. [8+8]
2. a) Write the general form of switch, do while and 'for' statements. Explain their usage with a sample Java program.
b) What is meant by method overloading? Explain with an example. What are the advantages of it? [8+8]
3. a) Discuss various forms of inheritance and explain them with suitable examples.
b) What is meant by method overriding? Explain with a sample Java program. [8+8]
4. a) What are the access protections in a package. Explain them in detail.
b) What is meant by an Interface? Discuss its significance. And also explain with an example how to define variables in interfaces. [8+8]
5. a) Discuss with an example how to define multiple catch clauses and nested try statements.
b) What is meant by a thread? Explain with a sample Java program about thread priorities. [8+8]
6. a) Explain the Adjustment Event class and the Component Event class.
b) Discuss about border and grid layout managers with suitable Java programs. [8+8]
7. a) Explain with a sample Java program how concatenation of two strings can be performed.
b) What is a tabbed pane? Discuss the general procedure to use a tabbed pane. [8+8]
8. Write short notes on the following:
 - a) Scroll panes.
 - b) Sockets.
 - c) Client Server Program. [16]

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SET-3

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

Answer any FIVE questions
All questions carry equal marks

- - -

1. a) What is meant by method binding and method overriding? Give a sample Java program which describes the usage of these concepts.
b) With a sample Java program explain the process of assigning object reference variables. [8+8]
2. a) What is meant by constructor overloading? Explain the possible ways you can overload a constructor and write a sample Java program to demonstrate their usage.
b) Discuss “this” key word with an example. [8+8]
3. a) Discuss when to use inheritance among classes and also discuss the advantages and limitations of inheritance by giving suitable examples.
b) Explain the keyword “super”. In an inheritance a super class variable can reference a subclass object. Discuss it with a sample Java program. [8+8]
4. a) Discuss with an example how to define and import a package.
b) Explain with an example how to define and implement an interface. [8+8]
5. a) Discuss briefly about uncaught exceptions and Java built in exceptions.
b) Explain with an example how to create threads and assign priorities to them. [8+8]
6. a) Explain the Mouse Event class and the Window Event class.
b) Discuss about check box groups and choices. [8+8]
7. a) Write a Java program to compare the two given strings.
b) What is meant by a combo Box? Write a sample Java program which contains a combo box and a label. [8+8]
8. Write short notes on the following:
a) Java.util
b) Ports
c) Polymorphism. [16]

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SET-4

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

Answer any FIVE questions
All questions carry equal marks

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1. a) State and explain various object oriented programming concepts.
b) What is meant by a constructor and also method binding? Explain with suitable examples. [8+8]
2. a) What is meant by garbage collection? Discuss how it is implemented in Java.
b) Explain the following:
a) buzz words.
b) Scope and lifetime of variables. [8+8]
3. a) What is meant by inheritance? Discuss the benefits, limitations and costs of inheritance.
b) State the various forms of “super”. Explain them with a suitable Java program. [8+8]
4. a) Explain about access protection in packages.
b) What is an interface? Discuss its significance and also explain how to define an interface. [8+8]
5. a) What are the various types of exceptions? Explain them.
b) Explain about thread synchronization with an example. [8+8]
6. a) What are the commonly used Event listener interface? Explain them.
b) Explain the flow layout and card layout managers with suitable examples. [8+8]
7. a) What are the string constructors? Explain them.
b) List out various constructors defined in the JText Field class and write a sample Java program to demonstrate how to create a text field. [8+8]
8. Write short notes on the following:
a) Sockets.
b) Network Programming.
c) MVC architecture. [16]
