

Code.No: A109211801

R09

SET-1

II B.TECH – I SEM EXAMINATIONS, NOVEMBER - 2010
OBJECT ORIENTED PROGRAMMING
(COMMON TO MMT, ECC)

Time: 3hours**Max.Marks:75**

Answer any FIVE questions
All questions carry equal marks

- - -

- 1.a) Discuss about Encapsulation, Inheritance and Polymorphism.
- b) What is meant by class responsibilities? Explain with suitable examples how the responsibilities of a class can be implemented. [8+7]
- 2.a) What is meant by constructors? Discuss their importance and explain various types of constructors that Java support with a sample Java program.
- b) What is meant by type conversion and type casting? Explain with a sample Java program. [8+7]
- 3.a) State and explain with a sample program the various forms of inheritance and also explain the advantages and drawbacks of inheritance.
- b) What is meant by an abstract class? Discuss its significance with a sample Java Program. [8+7]
- 4.a) What is meant by “classpath”? Discuss its significance with a sample Java Program.
- b) Explain how to define and implement an interface. [8+7]
5. What are Java’s unchecked Runtime Exception Subclasses? Explain them with suitable examples. [15]
- 6.a) What is meant by Auto – Unboxing? Explain with an example.
- b) Discuss clearly about type wrappers. [8+7]
7. Discuss the following event classes:
 - a) Item Event
 - b) Key Event
 - c) Mouse Event
 - d) Mouse Wheel Event [15]
8. Write short notes on the following:
 - a) Tabbed Panes
 - b) Scroll Panes
 - c) Trees
 - d) Check Boxes [15]

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Time: 3hours**Max.Marks:75**

Answer any FIVE questions
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- 1.a) State and explain various Object Oriented concepts in Java.
b) Discuss briefly about method binding, overriding and method overloading in Java. [7+8]
- 2.a) What is meant by constructors? Discuss their importance and explain various types of constructors the Java support with a sample Java program.
b) Describe the terms scope and life time of variables with a sample Java program. [8+7]
- 3.a) What are the benefits of inheritance, and also discuss about object class.
b) Explain with a sample Java program the various modes of usage of "this" keyword. [8+7]
- 4.a) Discuss the differences between classes and interfaces.
b) Explain with a sample Java program how to create and import a package. [8+7]
- 5.a) List out various string constructors in Java? Explain them with suitable examples.
b) What are special string operations? Explain any two of them. [8+7]
6. Discuss in detail about various Enumerations and Annotations in Java. Write sample Java programs to describe each of them. [15]
7. Discuss the following event classes:
 - a) Text Event
 - b) Window Event
 - c) Mouse Event
 - d) Focus Event. [15]
- 8.a) Explain the JButton class and JTextField class.
b) Discuss the methods and constructors defined in the JCheckBox class and JRadioButton class. [7+8]

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SET-3

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Time: 3hours**Max.Marks:75**

Answer any FIVE questions
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- - -

- 1.a) Discuss the advantages of object oriented programming over procedure oriented programming.
- b) Explain about method binding and abstraction mechanisms in Java. [8+7]
- 2.a) What is meant by garbage collection? Discuss its importance, and explain how garbage collection will be done in Java.
- b) Distinguish between recursion and iteration. Write a Java program based on recursion as well as iteration to find factorial of a given number 'n'. [8+7]
- 3.a) What is meant by a constructor and a destructor? Discuss their significance. And also explain how overloading of a constructor can be done.
- b) What is meant by inheritance? Discuss with a sample Java program, various member access rules in inheritance. [8+7]
- 4.a) Discuss the need of defining a package and also explain with a sample program how to create and access the packages.
- b) Explain how variables can be defined in an interface and also its implementation. [8+7]
- 5.a) What are the methods that can be used in Java for character extraction? Explain them.
- b) Write a Java program to compare two given strings whether they are equal or not. [8+7]
6. Discuss in detail about, creation of threads, thread synchronization and Inter thread communication. [15]
7. What are the main event classes in Java.awt.event? Explain them in detail. [15]
8. Write short notes on the following:
 - a) Status Window
 - b) HTML Applet Tag
 - c) repaint() Method[15]

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Time: 3hours**Max.Marks:75**

Answer any FIVE questions
All questions carry equal marks

- - -

- 1.a) Discuss the advantages of object oriented paradigm.
- b) Explain with examples, three important object oriented principles. [8+7]
- 2.a) Explain about nested classes with a sample Java program.
- b) What is meant by parameter passing? Discuss with a sample Java Program the various ways the parameter passing can be done in Java. [7+8]
- 3.a) Explain the various uses of “Super” keyword with a sample Java Program.
- b) What is meant by polymorphism? Explain it with an example and also discuss about the keyword “final”. [8+7]
- 4.a) Distinguish between class, abstract class, and interface, and also explain their usage with a sample Java program.
- b) What is meant by a package? Discuss how to create and use the packages. [8+7]
5. Write brief notes on the following Java.util classes.
 - a) Locate
 - b) Simple Time Zone
 - c) Random. [15]
6. Discuss in detail about Auto boxing and Metadata in Java. Write sample Java programs to describe each of them. [15]
- 7.a) Explain the Item Event class and the key Event class.
- b) Discuss the Input Event class and Text Event class. [8+7]
8. Write short notes on the following:
 - a) Applet termination
 - b) Passing parameters to Applets
 - c) Show Document () method. [15]
