Code No: R05220402 **R05** **Set No. 2**

II B.Tech II Semester Examinations,December 2010
OOPS THROUGH JAVA
Common to IT, E.COMP.E, ETM, CSE, ECE, CSSE

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

Answer any FIVE Questions
All Questions carry equal marks

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1. Write short notes on Observable class and Random class. [8+8]
2. (a) What is a constructor? What are its special properties?
   (b) How do we invoke a constructor?
   (c) What are objects? How are they created from a class? [6+4+6]
3. Differentiate following with suitable examples:
   (a) Frame, JFrame
   (b) Applet, JApplet
   (c) Menu, Jmenu. [5+5+6]
4. (a) With the help of an example, explain multithreading by extending thread class.
   (b) Implementing Runnable interface and extending thread, which method you prefer for multithreading and why. [10+6]
5. Create an interface with at least one method, and implement that interface by defining an inner class within a method, which returns a reference to your interface. [16]
6. (a) Write a short notes o the following graphics functions
      i. paint( )
      ii. repaint( )
      iii. update( )
   (b) Define Canvas. Write a java program which creates a canvas and displays an image on it. [9+7]
7. Explain the following methods of Object class.
   (a) clone()
   (b) finalize()
   (c) hashCode()
   (d) wait(long milliseconds)
   (e) getClass(). [16]
8. Write a program that will compute the following series:

(a) $1/1 + 1/2 + 1/3 + ... + 1/n$

(b) $1/1 + 1/2 + 1/2^2 + ... + 1/2^n$. [8+8]

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Code No: R05220402 **R05** **Set No. 4**

II B.Tech II Semester Examinations,December 2010
OOPS THROUGH JAVA
Common to IT, E.COMP.E, ETM, CSE, ECE, CSSE

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

Answer any FIVE Questions
All Questions carry equal marks

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1. (a) Write a short notes o the following graphics functions
   i. paint( )
   ii. repaint( )
   iii. update( )
   (b) Define Canvas. Write a java program which creates a canvas and displays an image on it. [9+7]
2. Write a program that will compute the following series:
   (a) $1/1 + 1/2 + 1/3 + ... + 1/n$
   (b) $1/1 + 1/2 + 1/2^2 + ... + 1/2^n$. [8+8]
3. (a) What is a constructor? What are its special properties?
   (b) How do we invoke a constructor?
   (c) What are objects? How are they created from a class? [6+4+6]
4. Create an interface with at least one method, and implement that interface by defining an inner class within a method, which returns a reference to your interface. [16]
5. Differentiate following with suitable examples:
   (a) Frame, JFrame
   (b) Applet, JApplet
   (c) Menu, Jmenu. [5+5+6]
6. Write short notes on Observable class and Random class. [8+8]
7. (a) With the help of an example, explain multithreading by extending thread class.
   (b) Implementing Runnable interface and extending thread, which method you prefer for multithreading and why. [10+6]
8. Explain the following methods of Object class.
   (a) clone()
   (b) finalize()

(c) hashCode()

(d) wait(long milliseconds)

(e) getClass(). [16]

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Code No: R05220402 **R05** **Set No. 1**

II B.Tech II Semester Examinations,December 2010
OOPS THROUGH JAVA
Common to IT, E.COMP.E, ETM, CSE, ECE, CSSE
Time: 3 hours **Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

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1. (a) Write a short notes o the following graphics functions
   i. paint( )
   ii. repaint( )
   iii. update( )
   (b) Define Canvas. Write a java program which creates a canvas and displays an image on it. [9+7]
2. (a) With the help of an example, explain multithreading by extending thread class.
   (b) Implementing Runnable interface and extending thread, which method you prefer for multithreading and why. [10+6]
3. (a) What is a constructor? What are its special properties?
   (b) How do we invoke a constructor?
   (c) What are objects? How are they created from a class? [6+4+6]
4. Explain the following methods of Object class.
   (a) clone()
   (b) finalize()
   (c) hashCode()
   (d) wait(long milliseconds)
   (e) getClass(). [16]
5. Write short notes on Observable class and Random class. [8+8]
6. Differentiate following with suitable examples:
   (a) Frame, JFrame
   (b) Applet, JApplet
   (c) Menu, Jmenu. [5+5+6]
7. Create an interface with at least one method, and implement that interface by defining an inner class within a method, which returns a reference to your interface. [16]
8. Write a program that will compute the following series:

(a) $1/1 + 1/2 + 1/3 + ... + 1/n$

(b) $1/1 + 1/2 + 1/2^2 + ... + 1/2^n$. [8+8]

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Code No: R05220402 **R05** **Set No. 3**

II B.Tech II Semester Examinations,December 2010
OOPS THROUGH JAVA
Common to IT, E.COMP.E, ETM, CSE, ECE, CSSE

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

Answer any FIVE Questions
All Questions carry equal marks

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1. (a) What is a constructor? What are its special properties?
   (b) How do we invoke a constructor?
   (c) What are objects? How are they created from a class? [6+4+6]
2. Create an interface with at least one method, and implement that interface by defining an inner class within a method, which returns a reference to your interface. [16]
3. (a) Write a short notes o the following graphics functions
      i. paint( )
      ii. repaint( )
      iii. update( )
   (b) Define Canvas. Write a java program which creates a canvas and displays an image on it. [9+7]
4. Write short notes on Observable class and Random class. [8+8]
5. Explain the following methods of Object class.
   (a) clone()
   (b) finalize()
   (c) hashCode()
   (d) wait(long milliseconds)
   (e) getClass(). [16]
6. Write a program that will compute the following series:
   (a) $1/1 + 1/2 + 1/3 + ... + 1/n$
   (b) $1/1 + 1/2 + 1/2^2 + ... + 1/2^n$. [8+8]
7. Differentiate following with suitable examples:
   (a) Frame, JFrame
   (b) Applet, JApplet
   (c) Menu, Jmenu. [5+5+6]

8. (a) With the help of an example, explain multithreading by extending thread class.

   (b) Implementing Runnable interface and extending thread, which method you prefer for multithreading and why. [10+6]

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