Code No: RR411006 | RR | Set No. 2

IV B.Tech I Semester Examinations,November 2010
OBJECT ORIENTED PRGRAMMING THROUGH JAVA
Common to Electronics And Telematics, Electronics And Control
Engineering, Electronics And Instrumentation Engineering

Time: 3 hours   Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks
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1. (a) Explain the general syntax of writing an application program in Java. Also explain the steps to run an application Java program. [8]

   (b) Write the precedence of operators in Java and explain the way to alter this order by using suitable example. [8]

2. (a) Explain the class hierarchy of various window types. [8]

   (b) Write down any event generators. [8]

3. (a) What is a class ? How does it accomplish data hiding? [6]

   (b) Explain the difference between an object and a class. [6]

   (c) What is a constructor? what are its special properties? [4]

4. Explain about the following high-level streams: [4 × 4]

   (a) BufferedInputStream

   (b) BufferedOutputStream

   (c) PrintStream

   (d) PushbackInputStream.

5. Write a java program to create frame with two button called father and mother. When he click the father button the name of the father, his age and designation must appear. When you click mother similar detail of mother appears. [16]

6. (a) Write the differences between update () method and repaint () method used in applets. Also explain the different forms of repaint () method with an example. [8]

   (b) Write an applet that allows the user to input arguments required by the method drawOval, then draw an oval using the input values. [8]

7. (a) How do the wait and notifyAll / notify methods enable cooperation between threads? [8]

   (b) Explain with an example to make one thread wait for one or more other threads to finish? [8]

8. (a) What is inheritance? [3]

   (b) What is the difference between String and StringBuffer? [3]

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(c) What are the applications of wrapper classes ? [5]

(d) Write a Java Program to implement multiple inheritance using interface. [5]

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Code No: RR411006 | **RR** | **Set No. 4**

IV B.Tech I Semester Examinations,November 2010
OBJECT ORIENTED PRGRAMMING THROUGH JAVA
Common to Electronics And Telematics, Electronics And Control
Engineering, Electronics And Instrumentation Engineering

Time: 3 hours   Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks
⋆ ⋆ ⋆ ⋆ ⋆

1. Write a java program to create frame with two button called father and mother. When he click the father button the name of the father, his age and designation must appear. When you click mother similar detail of mother appears. [16]

2. (a) How do the wait and notifyAll / notify methods enable cooperation between threads? [8]

   (b) Explain with an example to make one thread wait for one or more other threads to finish? [8]

3. (a) Explain the general syntax of writing an application program in Java. Also explain the steps to run an application Java program. [8]

   (b) Write the precedence of operators in Java and explain the way to alter this order by using suitable example. [8]

4. (a) What is inheritance? [3]

   (b) What is the difference between String and StringBuffer? [3]

   (c) What are the applications of wrapper classes ? [5]

   (d) Write a Java Program to implement multiple inheritance using interface. [5]

5. (a) Write the differences between update () method and repaint () method used in applets. Also explain the different forms of repaint () method with an example. [8]

   (b) Write an applet that allows the user to input arguments required by the method drawOval, then draw an oval using the input values. [8]

6. (a) Explain the class hierarchy of various window types. [8]

   (b) Write down any event generators. [8]

7. Explain about the following high-level streams: [4 × 4]

   (a) BufferedInputStream

   (b) BufferedOutputStream

   (c) PrintStream

   (d) PushbackInputStream.

8. (a) What is a class ? How does it accomplish data hiding? [6]

3

(b) Explain the difference between an object and a class. [6]

(c) What is a constructor? what are its special properties? [4]

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FIRSTRANKER

Code No: RR411006 $\boxed{\textbf{RR}}$ $\boxed{\textbf{Set No. 1}}$

IV B.Tech I Semester Examinations,November 2010
OBJECT ORIENTED PRGRAMMING THROUGH JAVA
Common to Electronics And Telematics, Electronics And Control
Engineering, Electronics And Instrumentation Engineering

Time: 3 hours   Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks
⋆ ⋆ ⋆ ⋆ ⋆

1. (a) What is a class ? How does it accomplish data hiding?   [6]

   (b) Explain the difference between an object and a class.   [6]

   (c) What is a constructor? what are its special properties?   [4]

2. (a) Write the differences between update () method and repaint () method used
       in applets. Also explain the different forms of repaint () method with an
       example.   [8]

   (b) Write an applet that allows the user to input arguments required by the
       method drawOval, then draw an oval using the input values.   [8]

3. (a) How do the wait and notifyAll / notify methods enable cooperation between
       threads?   [8]

   (b) Explain with an example to make one thread wait for one or more other
       threads to finish?   [8]

4. Explain about the following high-level streams: [4 × 4]

   (a) BufferedInputStream

   (b) BufferedOutputStream

   (c) PrintStream

   (d) PushbackInputStream.

5. Write a java program to create frame with two button called father and mother.
   When he click the father button the name of the father, his age and designation
   must appear. When you click mother similar detail of mother appears.   [16]

6. (a) Explain the class hierarchy of various window types.   [8]

   (b) Write down any event generators.   [8]

7. (a) Explain the general syntax of writing an application program in Java. Also
       explain the steps to run an application Java program.   [8]

   (b) Write the precedence of operators in Java and explain the way to alter this
       order by using suitable example.   [8]

8. (a) What is inheritance?   [3]

   (b) What is the difference between String and StringBuffer?   [3]

5

(c) What are the applications of wrapper classes ? [5]

(d) Write a Java Program to implement multiple inheritance using interface. [5]

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FIRSTRANKER

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Code No: RR411006 | **RR** | **Set No. 3**

IV B.Tech I Semester Examinations,November 2010
OBJECT ORIENTED PRGRAMMING THROUGH JAVA
Common to Electronics And Telematics, Electronics And Control
Engineering, Electronics And Instrumentation Engineering
Time: 3 hours | Max Marks: 80
Answer any FIVE Questions
All Questions carry equal marks
⋆ ⋆ ⋆ ⋆ ⋆

1. Explain about the following high-level streams: [4 × 4]

   (a) BufferedInputStream
   (b) BufferedOutputStream
   (c) PrintStream
   (d) PushbackInputStream.

2. (a) Explain the class hierarchy of various window types. [8]

   (b) Write down any event generators. [8]

3. (a) What is a class ? How does it accomplish data hiding? [6]

   (b) Explain the difference between an object and a class. [6]

   (c) What is a constructor? what are its special properties? [4]

4. (a) How do the wait and notifyAll / notify methods enable cooperation between threads? [8]

   (b) Explain with an example to make one thread wait for one or more other threads to finish? [8]

5. (a) Write the differences between update () method and repaint () method used in applets. Also explain the different forms of repaint () method with an example. [8]

   (b) Write an applet that allows the user to input arguments required by the method drawOval, then draw an oval using the input values. [8]

6. (a) Explain the general syntax of writing an application program in Java. Also explain the steps to run an application Java program. [8]

   (b) Write the precedence of operators in Java and explain the way to alter this order by using suitable example. [8]

7. Write a java program to create frame with two button called father and mother. When he click the father button the name of the father, his age and designation must appear. When you click mother similar detail of mother appears. [16]

8. (a) What is inheritance? [3]

   (b) What is the difference between String and StringBuffer? [3]

7

(c) What are the applications of wrapper classes ? [5]

(d) Write a Java Program to implement multiple inheritance using interface. [5]

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