R15

Code: 15A05403

B.Tech II Year II Semester (R15) Supplementary Examinations December 2018
OBJECT ORIENTED PROGRAMMING USING JAVA
(Common to CSE and IT)

Time: 3 hours   Max. Marks: 70

PART – A
(Compulsory Question)
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1   Answer the following: (10 X 02 = 20 Marks)
  (a)   State the reason to claim that java is robust.
  (b)   Mention the need of wrapper class in java.
  (c)   What do you mean by garbage collection?
  (d)   Distinguish between string buffer and string builder classes.
  (e)   Why java does not support multiple inheritances?
  (f)   Define thread.
  (g)   Compare throw and throws.
  (h)   Write the two differences between applet and applications.
  (i)   Why do you override paint () method?
  (j)   Difference between event source and event listeners.

PART – B
(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

2   Describe the primitive data types supported in java.

OR

3   Write a java program to print first 100 Fibonacci numbers.

UNIT – II

4   How are nested classes differ from Inner classes? Explain in detail.

OR

5   When do we use variable length arguments? Explain with examples.

UNIT – III

6   Write a java program to read input from the user. If the input is –ve number then program should raise a user defined exception.

OR

7   Write a java program to illustrate the implementation of multiple inheritance using interfaces with the given student details.
         Base class : Student with data member – roll no
         Derived class : Test with data members – m_1, m_2 for 2 subjects
         Interface: sports with data members – sports-mark
         Find the total mark of a student and print all the details in a neat format.

UNIT – IV

8   Create a applet to display the greeting message to the user "Good Morning" or "Good Evening" based on character pressed 'M' or 'E' respectively.

OR

9   Write a java program that counts number of lines, words, alphabets and special characters in a text file.

UNIT – V

10   What are the predefined layout manager classes in java? Give a brief outline of any one of them with an example.

OR

11   How do you use buttons and check boxes in java? Explain with examples.