Code No: **R42028** **R10** **Set No. 1**

IV B.Tech II Semester Regular/Supplementary Examinations, April/May - 2016

OOPS THROUGH JAVA

(Electrical and Electronics Engineering)

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

Answer any FIVE Questions
All Questions carry equal marks
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1 a) What is Object–Oriented Paradigm? Explain its features. [7]

b) Explain data abstraction and Encapsulation. [8]

2 a) What is a class and Object? Explain how constructors are defined in java for a class with example. [8]

b) Explain *this* key word and *garbage collection* in java. [7]

3 a) What is inheritance? Describe the syntax of single inheritance. [8]

b) Compare and contrast overloading and overriding methods. [7]

4 a) What is CLASSPATH? Explain CLASSPATH setting procedure. [7]

b) What is a Package? Explain the procedure for creating and importing the packages in java. [8]

5 a) What is exception? Explain the exception handling mechanism. [7]

b) Define a thread? Give syntax for creating a thread using a class and an interface. [8]

6 a) What is an applet? Explain the life cycle of an applet. [8]

b) Explain how applets differs an application. [7]

7 a) Explain the following AWT user components with their syntax and constructors.
i) Text components ii) Check boxes iii) Choices [9]

b) Explain boarder and grid layout mangers briefly. [6]

8 Explain the following Swing components in detail.
i) J Labels ii) J combo Boxes iii) Tabbed panes [15]

Code No: **R42028** **R10** **Set No. 2**

IV B.Tech II Semester Regular/Supplementary Examinations, April/May - 2016

OOPS THROUGH JAVA

(Electrical and Electronics Engineering)

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

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

1 a) Explain inheritance and polymorphism concepts of OOP. [8]

b) Explain Message Communication in OOP. [7]

2 a) Explain different data types defined in java. [8]

b) Explain different control statements in java with example. [7]

3 a) What is inheritance? Explain different forms of inheritance with example. [10]

b) How do we construct sub-class constructor? Explain. [5]

4 a) Define a Package? How do we add a class or an interface to a package? [8]

b) Discuss various levels of access protection available for packages and their implications. [7]

5 a) List the some of the most common types of exceptions that might occur in java. Give example. [8]

b) Explain the differences between multi threading and multi tasking. [7]

6 a) Explain the applet architecture. [8]

b) Explain the steps to passing parameters to an applet with example. [7]

7 a) What is an event? Explain the event delegation model. [7]

b) Write a java program to handle keyboard events. [8]

8 Explain the following Swing components in detail.

i) J Frame
ii) J Button
iii) J Radio Buttons
iv) Scroll panes [15]

Code No: **R42028** **R10** **Set No. 3**

IV B.Tech II Semester Regular/Supplementary Examinations, April/May - 2016

OOPS THROUGH JAVA

(Electrical and Electronics Engineering)

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

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

1	a)	Explain benefits and applications of OOP.	[8]
	b)	Explain dynamic binding and overriding in OOP.	[7]
2	a)	Explain Structure of Java Program with example.	[7]
	b)	What is method overloading? Explain it example.	[8]
3	a)	What is inheritance? Explain the limitations and benefits of inheritance.	[8]
	b)	Explain the member access rules in inheritance.	[7]
4	a)	Define an Interface? Explain implementation of multiple inheritance using interfaces.	[8]
	b)	What is a Package? Explain frequently used Java API package briefly.	[7]
5	a)	What is exception handling? Explain the built exceptions briefly.	[8]
	b)	What is thread? Explain the life cycle of thread.	[7]
6	a)	Explain the procedure for creating and deploying an applet.	[8]
	b)	Write a program to create a simple banner applet.	[7]
7	a)	Discuss various event sources and event listeners.	[7]
	b)	Write a java program to handle mouse events.	[8]
8	a)	What are the Limitations of AWT? Explain the advantages of Swings.	[7]
	b)	Explain the following Swing components. i) J Applet ii) J Button Class	[8]

Code No: **R42028** **R10** **Set No. 4**

IV B.Tech II Semester Regular/Supplementary Examinations, April/May - 2016

OOPS THROUGH JAVA

(Electrical and Electronics Engineering)

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

Answer any FIVE Questions

All Questions carry equal marks

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1 Distinguish between the following terms. [3]
a) Objects and classes b) Data abstraction and data encapsulation [4]
c) Inheritance and polymorphism d) Dynamic binding and message passing [4]
[4]

2 a) Explain creation, compilation and running of simple java program. [7]

b) Explain any four String handling functions in java. [8]

3 a) Explain the following forms of inheritance.
i) Specialization ii) Specification
iii) Construction iv) combination [10]

b) Explain abstract classes with example. [5]

4 a) What is an interface? List the similarities and difference between an interface and class. [8]

b) Describe various forms of implementing interfaces. Give example for each case. [7]

5 a) Explain the usage of try, catch, throw, throws and finally in exception handling. [10]

b) What is synchronization? When do we use it? [5]

6 What is Applet? Explain the life cycle of the Applet? Write a java program which draws a dashed line and dotted line using applet. [15]

7 a) Explain AWT hierarchy. [6]

b) Explain the following AWT user components with their syntax and constructors.
i) labels ii) buttons iii) checkboxes [9]

8 a) Explain MVC architecture. [7]

b) Explain the following Swing components.
i) Tabbed panes ii) Scroll panes [8]