

Code No: 07A40591

R07**Set No. 2**

II B.Tech II Semester Examinations, APRIL 2011
OBJECT ORIENTED PROGRAMMING
Common to CHEM, IT, E.COMP.E, CSE, CSSE

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

Answer any FIVE Questions
All Questions carry equal marks

1. Explain the concept of Inheritance with an example. [16]
2. How 'Abstract' is used to implement the methods partially that were defined by an Interface? Explain with an example. [16]
3. (a) How different machines in a network can be addressed.
(b) What are the uses of ServerSocket class? Explain each of them with an example. [8+8]
4. Explain about various EventListener interfaces with their syntax? [16]
5. Define Inheritance. What are the types of inheritance explain with suitable examples. [16]
6. (a) What are the advantages of Layout managers? Why Java prefers Layout managers instead of fixing the component by x & y Coordinates? What are the different Layout managers AWT supports?
(b) What is preferred size of a component and how it is related to the Layout Managers. [10+10]
7. Explain the methods under Object class? [16]
8. (a) Explain the various methods of inter thread communication.
(b) Write a Java program to implement producer-consumer problem. [8+8]

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R07**Set No. 4**

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OBJECT ORIENTED PROGRAMMING
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Time: 3 hours**Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

1. How 'Abstract' is used to implement the methods partially that were defined by an Interface? Explain with an example. [16]
2. Define Inheritance. What are the types of inheritance explain with suitable examples. [16]
3. (a) How different machines in a network can be addressed.
(b) What are the uses of ServerSocket class? Explain each of them with an example. [8+8]
4. Explain the concept of Inheritance with an example. [16]
5. Explain the methods under Object class? [16]
6. Explain about various EventListener interfaces with their syntax? [16]
7. (a) What are the advantages of Layout managers? Why Java prefers Layout managers instead of fixing the component by x & y Coordinates? What are the different Layout managers AWT supports?
(b) What is preferred size of a component and how it is related to the Layout Managers. [10+10]
8. (a) Explain the various methods of inter thread communication.
(b) Write a Java program to implement producer-consumer problem. [8+8]

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R07**Set No. 1**

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OBJECT ORIENTED PROGRAMMING
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Time: 3 hours**Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

1. Explain about various EventListener interfaces with their syntax? [16]
2. (a) How different machines in a network can be addressed.
(b) What are the uses of ServerSocket class? Explain each of them with an example. [8+8]
3. (a) What are the advantages of Layout managers? Why Java prefers Layout managers instead of fixing the component by x & y Coordinates? What are the different Layout managers AWT supports?
(b) What is preferred size of a component and how it is related to the Layout Managers. [10+10]
4. Explain the concept of Inheritance with an example. [16]
5. (a) Explain the various methods of inter thread communication.
(b) Write a Java program to implement producer-consumer problem. [8+8]
6. How 'Abstract' is used to implement the methods partially that were defined by an Interface? Explain with an example. [16]
7. Define Inheritance. What are the types of inheritance explain with suitable examples. [16]
8. Explain the methods under Object class? [16]

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R07**Set No. 3**

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

Answer any FIVE Questions
All Questions carry equal marks

1. Define Inheritance. What are the types of inheritance explain with suitable examples. [16]
2. (a) Explain the various methods of inter thread communication.
(b) Write a Java program to implement producer-consumer problem. [8+8]
3. (a) How different machines in a network can be addressed.
(b) What are the uses of ServerSocket class? Explain each of them with an example. [8+8]
4. Explain the concept of Inheritance with an example. [16]
5. Explain the methods under Object class? [16]
6. Explain about various EventListener interfaces with their syntax? [16]
7. (a) What are the advantages of Layout managers? Why Java prefers Layout managers instead of fixing the component by x & y Coordinates? What are the different Layout managers AWT supports?
(b) What is preferred size of a component and how it is related to the Layout Managers. [10+10]
8. How 'Abstract' is used to implement the methods partially that were defined by an Interface? Explain with an example. [16]
