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]

⋆ ⋆ ⋆ ⋆ ⋆

1

Code No: 07A40591 R07 Set No. 4

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. 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]

⋆ ⋆ ⋆ ⋆ ⋆

2

Code No: 07A40591   **R07**   **Set No. 1**

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 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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Code No: 07A40591 **R07** **Set No. 3**

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. 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]

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