

Code No: A109211801

R09**Set No. 2**

II B.Tech I Semester Examinations, May 2011

OBJECT ORIENTED PROGRAMMINGCommon to Electronics And Computer Engineering, Metallurgy And
Material Technology

Time: 3 hours

Max Marks: 75

Answer any FIVE Questions
All Questions carry equal marks

1. (a) What is meant by Event Listener Interface? Explain the ActionListener and ComponentListener Interfaces.
(b) Discuss about MouseMotionListener and WindowListener Interfaces. [8+7]
2. Write short notes on the following:
 - (a) Applet architecture
 - (b) Applet initialization
 - (c) Applet class [15]
3. Write a program that illustrates object specialization and despecialization. [15]
4. (a) Discuss with a sample Java program explaining the need of defining multiple catch clauses.
(b) What is meant by *nested try* statements? When will they be used? Explain it with a sample Java program. [7+8]
5. (a) Explain about the method overriding in Java.
(b) Write a java program to implement the method overriding. [7+8]
6. What are the various methods defined in the Thread class? Explain their usage with a sample Java program. [15]
7. (a) Differentiate between method overloading and method overriding.
(b) Write a program to implement the method overloading. [7+8]
8. (a) Define multiple inheritance. Does Java Support multiple inheritance. Justify your answer.
(b) Write java program to implement the multilevel Inheritance. [7+8]

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R09**Set No. 4**

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All Questions carry equal marks**

1. (a) What is recursion? Explain in detail.
(b) Write a program to display fibonacci series. [8+7]
2. (a) What is a class and object? Is there any relationship between them. Explain.
(b) What is a member function and data members? Explain briefly. [7+8]
3. (a) Discuss member access using Inheritance.
(b) What are the advantages of Inheritance? [8+7]
4. (a) Discuss the advantages of multithreaded programming. And also list some of the applications where we require multithreaded programming.
(b) Explain with a sample Java program, how to achieve inter thread communication. [8+7]
5. Discuss the following Event Listener Interfaces and also discuss various methods declared in it.
 - (a) WindowFocusListener
 - (b) TextListener
 - (c) KeyListener
 - (d) MouseListener [15]
6. Discuss about the methods defined by object output stream. [15]
7. What is a BitSet class? List out various constructors and methods defined in it. Discuss their usage. [15]
8. (a) Discuss various constructors and methods that are defined in the JComboBox class and JComponent class
(b) Write a sample Java program to show how to create Combo boxes and Labels. [8+7]

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R09**Set No. 1**

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Time: 3 hours

Max Marks: 75

Answer any FIVE Questions
All Questions carry equal marks

1. Discuss in detail about creation of threads, thread synchronization and interthread communication. [15]
2. (a) Write the differences between abstract class and interfaces.
(b) Give illustration on Importing Packages. [8+7]
3. Discuss the following event classes:
 - (a) AdjustmentEvent
 - (b) ComponentEvent
 - (c) FocusEvent
 - (d) InputEvent [15]
4. (a) Does System class inherits by default in every java program. Justify your answer.
(b) Explain about various method in System Class. [8+7]
5. Explain the following String class methods with a sample Java program to describe their usage.
 - (a) subString()
 - (b) concat()
 - (c) replace()
 - (d) regionMatches() [15]
6. (a) What is inheritance? How inheritance promotes software reuse?
(b) How to create class by inheriting from existing class? [7+8]
7. What are the constructors defined in the JCheckBox class? Write a Java program to create an applet that displays four check boxes and a text field. [15]
8. Explain the method that initialize the object with an example. [15]

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R09**Set No. 3**

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Time: 3 hours

Max Marks: 75

Answer any FIVE Questions
All Questions carry equal marks

1. (a) Explain about the hierarchical inheritance.
(b) Write a java program to implement the hierarchical inheritance. [8+7]
2. Discuss the constructors and methods defined in the following AWT controls:
 - (a) Labels
 - (b) Buttons
 - (c) Check Boxes [15]
3. What is meant by exception handling? Discuss how exception handling will be done in Java. Give suitable examples. [15]
4. (a) Explain with an example how to create threads by implementing the Runnable interface.
(b) What is meant by thread priority? Discuss its significance with a sample Java program. [7+8]
5. (a) Discuss about JApplet, JFrame and JComponent.
(b) What are the methods of Icon interface implemented by ImageIcon class? Explain them with suitable examples. [7+8]
6. What are the methods defined by Object Output and Object Input class? Explain. [15]
7. (a) How the access to class members is controlled in java? Explain.
(b) Write a program illustrating the access specifiers. [7+8]
8. (a) What is complex number? How a complex number is defined?
(b) Write a complex class test program. [8+7]
