

Code No: V0422

**R07**

**SET - 1**

**II B. Tech II Semester, Supplementary Examinations, April/May – 2013**

**OBJECT ORIENTED PROGRAMMING**

(Electronics and Communications Engineering)

Time: 3 hours

Max. Marks: 80

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Answer any **FIVE** Questions

All Questions carry **Equal** Marks

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1. a) Explain about scope and lifetime of variables. Demonstrate about the effects of nested scopes.  
b) Explain about Java buzzwords. (8M+8M)
2. a) What is overloading? Discuss about overloading methods and overloading constructors.  
b) Explain in detail about Java's Access specifiers with an example program. (8M+8M)
3. a) How is final used to prevent inheritance and overriding? Explain in detail.  
b) Write a program that illustrates the dynamic method dispatch. (8M+8M)
4. a) Explain the procedure for defining and implementation of interface.  
b) What is the difference between abstract class and interface? Discuss in detail. (8M+8M)
5. a) Distinguish between throw and throws statements?  
b) Write a program to create user-defined exception? (8M+8M)
6. a) Explain the procedure for handling mouse and keyboard events.  
b) Explain in detail about the AWT class hierarchy. (8M+8M)
7. a) What is swing? Explain briefly about goals of Swing.  
b) What is an applet? Explain in detail the types of applets. (8M+8M)
8. a) Explain briefly about java.io package.  
b) Write short notes on  
i) TCP      ii) UDP      iii) IP Address      iv) DNS (8M+8M)

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1. a) Describe in detail about Java's automatic conversions and casting incompatible types.  
b) Write a program to handle multi-way branch statement in Java. (8M+8M)
2. a) When constructors are called? Demonstrate with a simple program.  
b) Explain about this keyword in Java? Illustrate this with an example. (8M+8M)
3. a) What is an abstract class? Write a simple program of a class with an abstract method, followed by a class which implements that method.  
b) Explain briefly about the super keyword with an example program. (8M+8M)
4. a) Write a program to demonstrate implementing two interfaces by a single class.  
b) What is a package? Explain different ways of defining packages. (8M+8M)
5. a) Distinguish between multithreading and multitasking?  
b) Illustrate by a program how try, catch can be put in a loop? (8M+8M)
6. a) What is an event? Explain the sources from which we can generate an event.  
b) Explain briefly about the architecture of AWT. (8M+8M)
7. a) Explain in detail about user interface components and text components.  
b) Write a simple program to demonstrate grid layout. (8M+8M)
8. a) What is java.net package? Explain in detail some of the important classes in it.  
b) What is string handling? Explain in detail the various types of string handling classes. (8M+8M)

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**SET - 3**

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Answer any **FIVE** Questions

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1. a) Elucidate about multidimensional arrays. Write a program to add two matrices of size 3×3.  
b) Explain in detail about OOPS principles. (8M+8M)
2. a) Define class and object and give the general form of a class?  
b) Explain in detail the two ways that a computer language can pass an argument to a subroutine with an example. (8M+8M)
3. a) What is method overriding? Explain in detail with an example.  
b) Explain briefly about the keyword which is used whenever a subclass needs to refer to its immediate super class. (8M+8M)
4. a) Explain the procedure for resolving name space problem in packages.  
b) How a class can implement multiple interfaces? Explain in detail. (8M+8M)
5. a) What is thread? Explain the concept of multithreading.  
b) In Java is exception handling implicit or explicit or both. Explain with the help of example java programs. (8M+8M)
6. a) Explain in detail what event listener interface is? Discuss some of the event listener interfaces.  
b) What is delegation event model? Discuss in detail. (8M+8M)
7. a) What is layout manager? Explain the types of layout manager.  
b) What is JFrame? Explain the uses of JFrame in detail. (8M+8M)
8. a) What are the various classes and interfaces of the java.util package? Explain in detail.  
b) What is a socket? Explain the types of sockets along with their constructors. (8M+8M)

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**SET - 4**

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Time: 3 hours

Max. Marks: 80

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Answer any **FIVE** Questions

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1. a) Describe in detail about iteration statements? Explain with its syntax.  
b) How Java allows variables to be initialized dynamically? Explain with an example. (8M+8M)
2. a) Does Java support recursion? Explain your answer with an example.  
b) What is an inner class? Write a program to demonstrate an inner class. (8M+8M)
3. a) What is an inheritance? Explain the types of inheritance with an example program for each type.  
b) What is an object? Explain in detail the methods that are available in every object. (8M+8M)
4. a) How an interface can be inherited by another interface? Explain in detail.  
b) Write a program to create a package and a class within it and access the class inside this package from a class outside this package? (8M+8M)
5. a) What is exception handling? Explain the uses and benefits of exception handling.  
b) Describe the life cycle of a thread. Give an example. (8M+8M)
6. a) Explain about the adapter classes with an example.  
b) What are event classes? Explain in detail. (8M+8M)
7. a) Explain the life cycle of an applet.  
b) Describe in detail about Swing in Java. (8M+8M)
8. a) What is TCP/IP? Explain in detail how TCP/IP differs from UDP/IP.  
b) Explain in detail about special string operations. (8M+8M)