

Code No:K0226

R07

Set No. 1

IV B.Tech. II Semester Regular Examinations, Apr/May 2013

OBJECT ORIENTED PROGRAMMING

(Electrical and Electronics Engineering)

Time: 3 Hours

Max Marks: 80

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

1. a) Explain the OOP's concepts.
b) Write a java application that asks the user to enter two integers, obtain them from the user and print their sum, product, difference and quotient [8+8]
2. a) Explain in detail *this* keyword and garbage collection in java
b) Explain the difference between method overloading and method overriding [8+8]
3. a) with an example, explain the inheritance for extension, limitation and combination
b) Explain class, super class and sub class with suitable examples [8+8]
4. a) What is difference between a class and interface, explain with a suitable example
b) A sub class can inherit "interface" or "implementation" from a super class. How do inheriting interface differ from those designed for inheriting implementation? [8+8]
5. What are the Checked Exceptions and Unchecked Exceptions? Explain some of these methods with an example and also give the difference between them. [16]
6. What are the methods supported by the following interfaces. Explain
a) Action Listener
b) Mouse Motion Listener
c) Text Listener [5+5+6]
7. What is an applet? Explain the creation of Applet, passing parameters to the applet and adding graphics and colors to the applets with suitable example [16]
8. a) What is network programming? Explain addresses, ports, sockets in detail
b) Explain the java.net package [8+8]

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**Answer any FIVE Questions
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1. a) Explain Java Buzzwords in detail
b) Explain scope and life of variable [10+6]
2. a) When do we declare a method or class final?
b) When do we declare a method or class abstract?
c) Explain about final classes, final methods and final variables? [4+4+8]
3. a) What inheritance? How it is defined in java. Explain
b) What is polymorphism? How it is defined in java. Explain [8+8]
4. a) What is CLASSPATH? Describe various levels of access protection.
b) What is interface? Write a program to demonstrate how interfaces can be extended. [8+8]
5. a) Explain the try, catch, throw, throws and finally keywords in exception handling
b) Write a java program using multiple threads which perform addition and multiplication of the given two matrices [8+8]
6. Write a stand-alone AWT based application which creates a frame window that responds to mouse click and key strokes [16]
7. a) Explain class hierarchy related to Panel and Frame .
b) Explain the steps involved in creating JRadioButton, JLabel. [8+8]
8. Write a short notes on:
 - a) Network Socket
 - b) Client/Server
 - c) Reserved Socket
 - d) Proxy Server [4+4+4+4]

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Set No.3

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OBJECT ORIENTED PROGRAMMING

(Electrical and Electronics Engineering)

Time: 3 Hours

Max Marks: 80

**Answer any FIVE Questions
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1. a) Data abstraction and Data encapsulation
b) Dynamic binding and message passing [8+8]
2. a) Explain concepts of classes, objects and constructors
b) Describe different levels of access protection available in java [8+8]
3. a) Explain about final classes, final methods and final variables?
b) Explain about the abstract class with example program? [8+8]
4. a) What is an interface? In what way it is different from class? Describe the similarities between classes and interfaces.
b) Describe the various forms of implementing interfaces [8+8]
5. a) what is a thread and explain the life cycle of thread
b) Explain the daemon threads and thread groups in detail [8+8]
6. Briefly explain the following terms
a) Component
b) Container
c) Panel
d) Window [4+4+4+4]
7. a) In what way JList differ from JComboBox?
b) JList does not support scrolling. Why? How this can be remedied? Explain with an example. [6+10]
8. a) What is a port? What is the difference between port and socket?
b) Explain several methods provided by URL [8+8]

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Set No.4

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OBJECT ORIENTED PROGRAMMING

(Electrical and Electronics Engineering)

Time: 3 Hours

Max Marks: 80

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

1. a) Explain typical java development environment
b) Write a java application that prints the multiplication of two matrices [8+8]
2. a) Explain nested classes and inner classes with suitable example
b) Explain the method overriding and abstract classes in detail [8+8]
3. a) Discuss about Hierarchical Inheritance with a suitable example
b) How do you explicitly invoke a super class's constructor from the subclass? [8+8]
4. a) What is a package? Create a simple package and describe its usage?
b) Define the following terms: abstract classes, interfaces. What are the similarities and differences between abstract classes and interfaces? [8+8]
5. a) Explain the following terms:
 i) Exception hierarchy
 ii) Benefits of exception
b) Explain the life cycle of the thread with neat block diagram [8+8]
6. Explain the mouse and keyboard event handling mechanism in java [16]
7. a) Explain the life cycle of an Applet and the difference between the applets and applications?
b) What is a Swing and explain how is it different from an AWT [8+8]
8. a) How different machines in a network can be addressed
b) What are the uses of Server Socket class? Explain each of them with an example [8+8]