Code No: V0422 $\boxed{\textbf{R07}}$ $\boxed{\text{SET - 1}}$

II B. Tech II Semester, Supplementary Examinations, Dec – 2012
OBJECT ORIENTED PROGRAMMING

(Electronics and Communications Engineering)

Time: 3 hours   Max. Marks: 80

Answer any **FIVE** Questions
All Questions carry **Equal** Marks

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1. Distinguish the following terms
   a) Objects and classes
   b) Data abstraction and Data Encapsulation.

2. Briefly Explain the following
   a) Garbage collection
   b) Overloading Methods
   c) Nested Classes
   d) Recursion

3. What is meant by inheritance? Discuss with a sample Java program, various member access rules in inheritance.

4. a) Explain about CLASSPATH environmental variable
   b) Discuss the need of defining a package and also explain with a sample program how to create and access the packages.

5. What are checked and Unchecked exceptions? Explain some of these exceptions with an example and give the differences between them.

6. Define Event .Give examples of event. Define event handler? Explain how it handles event

7. a) Distinguish between TextField and TextArea classes.
   b) Write sample Java program to demonstrate the usage of TextArea.

8. Write short notes on:
   a) TCP
   b) Client/Server
   c) IPAddress
   d) Reserved Socket

Code No: V0422 $\boxed{\text{R07}}$ $\boxed{\text{SET - 2}}$

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Time: 3 hours   Max. Marks: 80

Answer any **FIVE** Questions
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1. Explain different abstraction mechanisms possible in object oriented programming

2. Briefly Explain the following
    a) Final and this keyword
    b) Parameter passing-Call by Value
    c) Constructors
    d) Overriding Methods

3. a) What is inheritance and explain about different form of inheritance.
   b) Write Java program that implements Linear Search.

4. a) Explain in detail about accessing a package
   b) Explain how to define and implement an interface

5. a) Explain about Built-in exceptions.
   b) Explain how synchronization is provided between threads.

6. Discuss the following classes
    a) Mouse Wheel Event
    b) Mouse Event
    c) Key Event
    d) Item Eevent

7. What is JFC? Explain differences among JTextArea, JTextComponent, JTextField with examples.

8. What do you mean by URL? How to Create an URL? Explain several methods Provided by URL? Give suitable examples.

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Code No: V0422　　　　　　　$\boxed{\text{R07}}$　　　　　　　$\boxed{\text{SET - 3}}$

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1. a) Explain with examples, three important object oriented principles
   b) Discuss the advantages of object oriented paradigm

2. a) What is meant by parameter passing? Discuss with a sample Java Program the various ways the parameter passing can be done in Java.
   b) Compare and contrast Overloading and Overriding methods.

3. a) Explain the various uses of "Super" keyword with a sample Java Program.
   b) Write a java program to calculate the total marks and grade of student using multilevel inheritance.

4. Distinguish between class, abstract class, and interface, and also explain their usage with a sample Java program.

5. a) What is a thread? Explain the concept of Multithread Programming.
   b) What are the limitations of exception handling features of Java

6. a) What is Delegation event model? Explain it what are all its benefits.
   b) Give Overview of Java's Event handling mechanism.

7. What are containers? List various containers. Explain usage of JPanel with example

8. a) Explain about java.util packages
   b) Explain about TCP/IP sockets.

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Code No: V0422　　　　　　　　**R07**　　　　　　　　SET - 4

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Answer any **FIVE** Questions

All Questions carry **Equal** Marks

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1. If one is familiar with two or more distinct computer programming languages, give an example of showing how one language would direct the programmer to one type of solution, and a different language would encourage an alternative solution.

2. a) What is class and how does it accomplish data hiding?
   b) How classes do helps us to organize our programs?

3. Write short note on
   a) Inheritance
   b) Abstract classes
   c) Dynamic method dispatch

4. a) Explain how variables can be defined in an interface and also its implementation
   b) What are the packages provided by java API? Explain.

5. a) List and explain various methods of defined by the thread class with examples of each
   b) What is meaning of re throwing an exception? When it is useful.

6. a) How event driven programming different from procedure oriented programming
   b) Briefly explain components of AWT

7. Write about
   a) Applet life cycle
   b) Types of Applets

8. Write about
   a) Network Socket
   b) UDP
   c) Proxy Server.
   d) DNS

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