

Code No: R22052

R10**SET - 1**

II B. Tech II Semester, Supplementary Examinations, Dec – 2012
OBJECT ORIENTED PROGRAMMING THROUGH JAVA
(Com. to CSE, IT, ECC)

Time: 3 hours

Max. Marks: 75

Answer any **FIVE** Questions
All Questions carry **Equal** Marks
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1.   a) Explain the object oriented paradigm.  
     b) What are abstraction mechanisms? Explain them with suitable examples.
2.   a) Distinguish between class and object. Explain the usage of 'this' keyword with an example.  
     b) Explain with a sample java program 'garbage collection' in Java.
3.   a) Explain with a sample java program how dynamic method dispatch can be done.  
     b) What is meant by an abstract class? Explain its usage with a java program.
4.   a) Discuss the differences between classes and interfaces.  
     b) Explain setting CLASSPATH for a new package with an example.
5.   a) What are built-in exceptions in Java? And also explain how to create own exception sub-classes.  
     b) Explain about daemon threads and thread groups.
6.   a) Define the term "Applet". Explain the difference between Applets and Applications.  
     b) Explain with an example how to provide Applet to Applet communication.
7.   a) What is meant by Event Listener? Explain delegation event model.  
     b) Explain with a sample Java program how to use boarder and grid layout managers.
8.   Write short notes on the following:
  - a) Radio buttons
  - b) Combo boxes
  - c) Text fields.

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**R10****SET - 2**

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Time: 3 hours

Max. Marks: 75

Answer any **FIVE** Questions  
All Questions carry **Equal** Marks  
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1. a) Discuss the advantages of object oriented programming over procedure oriented programming.
b) State various OOP concepts and explain any four of them with suitable examples.
2. a) Distinguish between method overloading and method overriding.
b) Explain the concept of recursion in Java with an example.
3. a) What is meant by inheritance? Discuss the member access rules in it.
b) Explain the usage of 'final' keyword.
c) Write about polymorphism
4. a) What is meant by package? Explain with a sample program how to define and access packages.
b) Explain clearly how to define and implement interfaces.
5. a) What is meant by an "Exception"? Explain with a sample program about nested try statements.
b) Explain the process for creating own exception subclasses.
6. a) Discuss the importance and life cycle of Applets.
b) Explain with a sample Java program how to pass parameters to applets.
7. a) Explain the significance of Adapter classes.
b) Write a Java program for handling keyboard and mouse events.
c) Discuss card layout manager.
8. Write short notes on the following:
 - a) JFrame
 - b) Combo boxes
 - c) MVC architecture.

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R10**SET - 3**

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Time: 3 hours

Max. Marks: 75

Answer any **FIVE** Questions
All Questions carry **Equal** Marks
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1.   a) Discuss the need for object oriented paradigm. And also discuss its advantages.  
      b) Differentiate between object oriented programming and procedure oriented programming.
2.   a) What is meant by type casting? Explain with suitable examples.  
      b) Explain about access control for class members.  
      c) Discuss string Tokenizer class.
3.   a) Discuss the advantages and drawbacks of inheritance. And also explain how a super class variable can refer a subclass object.  
      b) What is meant by polymorphism? Explain its usage with a sample Java program.
4.   a) Differentiate between class and interface.  
      b) Explain how to define and import packages.  
      c) Explain about variables in interfaces.
5.   a) What are the benefits of exception handling? Discuss the usage of 'throws' and 'finally' keywords.  
      b) Discuss multithreading and also discuss about thread lifecycle.
6.   a) Distinguish between Applets and applications. Explain with a suitable example how to create applets.  
      b) Explain with an example how to provide communication among applets.
7.   a) Explain with sample Java program creation of labels, buttons and text components.  
      b) What are the various Layout managers that the Java supports? Explain them.
8.   Write short notes on the following:
  - a) JScroll panes
  - b) Text fields
  - c) MVC architecture.

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**R10****SET - 4**

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Time: 3 hours

Max. Marks: 75

Answer any **FIVE** Questions  
All Questions carry **Equal** Marks  
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1. What are the advantages of the object oriented programming? State and explain with suitable examples the various concepts of OOP.
2.
 - a) Distinguish between scope and lifetime of variables. Explain with a sample Java program about global scope and local scope.
 - b) What is meant by constructor? What are the various types of constructors that can be used in Java programming? Explain their usage with a sample program.
3.
 - a) Explain how to use 'Super' to call super class constructors. Give an example program.
 - b) What are the benefits and costs of inheritance? Explain.
4.
 - a) What is meant by interface? Discuss its significance. Explain how it can be implemented.
 - b) What are advantages of using packages? Explain about importing packages.
5.
 - a) Discuss the exception hierarchy and benefits of exception handling.
 - b) What is meant by "thread"? Discuss with sample Java program the various approaches for creating threads.
6.
 - a) Define the term "Applet". What are the advantages of it over application?
 - b) What are the types of Applets? Explain them with suitable examples.
7.
 - a) What is meant by event handling? Explain how the mouse and keyboard events will be handled.
 - b) What are layout managers in Java? Explain them with suitable examples.
8. Write short notes on the following:
 - a) MVC architecture
 - b) JComponent
 - c) JTabbed panes.