

Code: 9A05402

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B.Tech II Year II Semester (R09) Regular & Supplementary Examinations, April/May 2013

OBJECT ORIENTED PROGRAMMING

(Common to CSS, IT and CSE)

Time: 3 hours

Max Marks: 70

Answer any FIVE questions
All questions carry equal marks

- 1 Write short notes on:
 - (a) Overriding.
 - (b) Exceptions.

- 2
 - (a) Explain garbage collection.
 - (b) What is method overloading? Explain with an example.

- 3
 - (a) What is inheritance? Discuss the differences in inheritances in C++ and java?
 - (b) What is inheritance? Explain the member access mechanism in inheritance with an example?

- 4
 - (a) How to create sub package to a package?
 - (b) What is an API? Explain briefly.

- 5
 - (a) Describe the ways in which a thread can be created.
 - (b) What is multitasking? Give an example.

- 6
 - (a) Explain the label AWT control.
 - (b) Explain the button AWT control.

- 7
 - (a) Explain various methods of applet class with necessary examples.
 - (b) What are containers? List various containers. Explain the usage of JPanel with example.

- 8 State whether type parameters can be instantiated using generics. Explain the reasons.

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- 1 Distinguish the following terms:
 - (a) Inheritance and polymorphism.
 - (b) Dynamic binding and message passing.

- 2 (a) What is an array? Why arrays are easier to use compare to a bunch of related variables?
(b) Write a java program to sort the list of integers.

- 3 (a) Write the different forms of inheritances.
(b) Explain how you can define constants in java. Explain with example.

- 4 Write a program to create a private inner class that implements a public inter-face. Write a method that returns a reference to an instance of the private inner class, up-cast to the interface. Show that the inner class is completely hidden by trying to downcast to it.

- 5 (a) What is a thread? Explain the concept of a multithreading programming.
(b) List the various methods defined by the thread class.

- 6 (a) Describe any four mouse events.
(b) What is listener? With an example, describe the usage of event listener.

- 7 (a) Explain the following methods of an applet: Init(), Start(), Stop(), Paint()
(b) Write an applet program that display simple message "ALL THE BEST".

- 8 Write about single-member annotations, with a suitable example.

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- 1 (a) What is inheritance? Explain the concepts of reusability and extensibility with an example.
- (b) What is data abstraction? Compare data hiding and data encapsulation with an example.
- 2 (a) What is recursion? Write a java program to find factorial of given number.
- (b) What is a comment? Explain different types of comments available in java.
- 3 (a) Contrast: super Vs these keywords.
- (b) What is abstract class? Explain its importance. How is it designed in java?
- 4 (a) Explain about string tokenizer class.
- (b) Write a java program to find date and time.
- 5 (a) What is synchronization? Why is thread synchronization important for Multithreaded programs?
- (b) What is a monitor? Explain.
- 6 (a) What is the functionality supported by java related to fonts?
- (b) How using different fonts improves the user interface?
- 7 (a) Explain the use of JTable class with an example.
- (b) What are the mandatory attributes of applet tag? Explain them.
- 8 Explain different client TCP/IP socket constructors and usable methods in detail.

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- 1 Distinguish the following terms:
 - (a) Objects and classes.
 - (b) Data abstraction and data encapsulation.
- 2 (a) Why java is important on internet? Explain.
(b) Write a java program using command line arguments. Explain.
- 3 (a) Explain dynamic method dispatch with an example.
(b) List and explain the methods defined in the object class.
- 4 Create an interface with at least one method, in its own package. Create a class in a separate package. Add a protected inner class that implements the interface. In a third package, inherit from your class and, inside a method, return an object of the protected inner class, up-casting to the interface during the return.
- 5 (a) Illustrate by program how try and catch can be put in a loop.
(b) Explain how a multiple catch statement works.
- 6 (a) Explain any two layout managers with suitable examples.
(b) Write a java program to display the different car names using list object.
- 7 (a) What is the use of JFrame? Create a JFrame containing a JDesktoppane, which has a single JInternal frame?
(b) Explain icons and Labels of swing?
- 8 (a) Discuss about internet addressing in TCP/IP.
(b) What is the use of Inet address class?
