

Code No: R09220503

R09

Set No. 2

II B.Tech II Semester Examinations, APRIL 2011

OBJECT ORIENTED PROGRAMMING

Common to Information Technology, Computer Science And Engineering

Time: 3 hours

Max Marks: 75

Answer any FIVE Questions

All Questions carry equal marks

1. (a) Explain in detail about accessing a package.
(b) Write short note on CLASSPATH environmental variable. [7+8]
2. (a) Explain about 'this' keyword with an example.
(b) Differentiate between C++ and java? [7+8]
3. (a) What is meant by uncaught exceptions? Discuss how to deal with them.
Explain it with a sample Java program.
(b) Discuss the key terms "throw" and "throws". Give suitable examples which shows how to use them. [7+8]
4. (a) Explain about the method overriding in Java.
(b) Write a java program to implement the method overriding. [7+8]
5. (a) Discuss in detail about member access rules.
(b) Write a program to illustrate specification and explain it. [7+8]
6. (a) Write the HTML Applet Tag and explain each part of it.
(b) What are the four forms of the method repaint ()? Explain their usage with a sample Java program. [7+8]
7. (a) Explain the AdjustmentEvent class and its usage with a sample program.
(b) Discuss about various sources of events. [8+7]
8. (a) Discuss about wait(), notify() and notifyAll() methods in Java.
(b) What is meant by a Deadlock? Is it possible to occur in a multithreaded program? Justify your answer with a sample Java program. [7+8]

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1. (a) Briefly explain Stream Tokenizer class.
(b) Write a program to illustrate the use of stream tokenizer class. [8+7]
2. (a) Explain about type conversion with an example.
(b) Explain about wrapper class with an examples. [7+8]
3. (a) Write Java code for an Applet skeleton and explain it.
(b) What are the methods used for Applet initialization and termination? Explain them clearly. [7+8]
4. (a) Discuss various methods of object class.
(b) Write a program that illustrates notify, notifyAll() and wait() methods of object class. [7+8]
5. (a) Explain the way of viewing the world agents to oops.
(b) Explain the way of viewing the world responsibilities about oops. [7+8]
6. Discuss the following Event Listener Interfaces and also discuss various methods declared in it.
(a) WindowFocusListener
(b) TextListener
(c) KeyListener
(d) MouseListener [15]
7. What are the Java's built-in exceptions? List the checked exceptions defined in the *Java.lang* and explain them clearly with suitable examples. [15]
8. Discuss in detail about various Enumerations and Annotations in Java. Write sample Java programs to describe each of them. [15]

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1. (a) What is recursion? Explain in detail.
(b) Write a program to display fibonacci series. [8+7]
2. Discuss about various methods defined in the following classes:
 - (a) ImageIcon
 - (b) JLabel
 - (c) JTextField
 - (d) JButton [15]
3. Create an Interface called Integer stack. Write a program that uses this interface to implement fixed stack and dynamic stack. [15]
4. What is meant by multithreaded programming? Discuss about Java thread model, thread priorities and interthread communication. [15]
5. (a) Discuss various integer constants, constructors and methods defined in the KeyEvent class.
(b) Explain the FocusEvent class and the InputEvent class. [8+7]
6. (a) Discuss about multiple *catch* clauses and nested *try* statements.
(b) Explain the following:
 - i. ArithmeticException
 - ii. ArrayStoreException
 - iii. ClassCastException
 - iv. IllegalStateException [15]
7. (a) What makes java a robust language? Explain.
(b) Explain about the class hierarchies. [7+8]
8. (a) Define multiple inheritance. Does Java Support multiple inheritance. Justify your answer.
(b) Write java program to implement the multilevel Inheritance. [7+8]

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1. (a) Explain different types of class hierarchies.
(b) Give the advantages of OOP. [10+5]
2. What are variables? Discuss about the scope and life time of variables in detail. [15]
3. Discuss different types of Inheritances in Interfaces. [15]
4. (a) Discuss various constructors for FlowLayout? Explain them.
(b) Write a sample Java program to demonstrate the usage of BorderLayout. [7+8]
5. (a) How do you construct a class from another class? Explain with an example.
(b) Can a sub class access all the members of super class? Justify your answer. [7+8]
6. (a) Discuss about JApplet, JFrame and JComponent.
(b) What are the methods of Icon interface implemented by ImageIcon class? Explain them with suitable examples. [7+8]
7. (a) Explain clearly the Single-member Annotations with a sample Java program.
(b) Discuss the Autoboxing/Unboxing Boolean and character values. [8+7]
8. List out various classes in "Java.util" and explain them clearly. [15]
