II B.Tech II Semester Examinations,December-January, 2012
OBJECT ORIENTED PROGRAMMING
Common to Information Technology, Computer Science And Engineering,
Electronics And Communication Engineering, Electrical And Electronics
Engineering

Time: 3 hours   Max Marks: 75

Answer any FIVE Questions
All Questions carry equal marks
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1. (a) Discuss member access using Inheritance.
   (b) What are the advantages of Inheritance?   [8+7]

2. (a) Explain about various expressions in java.
   (b) Discuss in detail about type conversion and casting.   [7+8]

3. (a) What is meant by uncaught exceptions? Explain it with suitable examples.
   (b) Explain with suitable examples about the usage of *try* and *catch* statements.
                                                                   [7+8]

4. What is meant by encapsulation? Explain how encapsulation is achieved in JAVA.
                                                                   [15]

5. (a) State and explain the simple Applet display methods.
   (b) Write Java code for a simple Banner Applet and explain it. [7+8]

6. (a) Give illustrations on explicit interface member implementations.
   (b) How Interfaces can be validated? Explain with example.   [7+8]

7. What is meant by virtual key codes? Write a sample Java program to demonstrate
   some virtual key codes.   [15]

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. Discuss about various methods defined in the following classes:

    (a) ImageIcon

    (b) JLabel

    (c) JTextField

    (d) JButton   [15]

3. (a) Write short notes on history of Java.

    (b) What is a data type? Explain various data types available in Java.   [7+8]

4. (a) Write a Java program to concatenate two given strings.

    (b) Write a Java program to convert all the letters in a string to upper case.

    (c) Discuss the usage of the method "valueof( )" with an example.   [5+5+5]

5. (a) How to request a service from an object through a message?

    (b) Write a simple Java program to display a message "welcome to oops" by using
    the member function creating an object to call particular member function.
                                                                                                       [7+8]

6. (a) Explain in detail about various forms of inheritance?

    (b) Discuss about Specialization in detail.   [7+8]

7. Discuss in detail about Menu bars, Menus and Dialog boxes.   [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) Explain about type conversion with an example.
   (b) Explain about wrapper class with an examples.   [7+8]

2. Discuss the following string operations:

   (a) String Literals
   (b) String concatenation
   (c) String conversion
   (d) String constructors   [15]

3. (a) What is meant by Auto-Unboxing? Explain with an example.
   (b) Discuss clearly about type wrappers in Java.   [8+7]

4. (a) Does a super class variable be used to refer a sub class object. Explain with
       an example.
   (b) Explain about the extension of a class from another class with a program.
                                                                        [8+7]

5. (a) Discuss various constructors for FlowLayout? Explain them.
   (b) Write a sample Java program to demonstrate the usage of BoarderLayout.
                                                                        [7+8]

6. List out various Swing component classes and explain them clearly.   [15]

7. (a) Discuss in detail about Buffered Byte Stream class with an example.
   (b) Demonstrate Sequence Input Stream with a program.
   (c) Write down the benefits of streams in java.   [7+5+3]

8. Explain following terms with an example for each

   (a) abstraction
   (b) information hiding
   (c) dynamic binding
   (d) reusability.   [15]

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1. State and explain various constructors and methods defined in the JTree, JScroll-Pane and JComboBox classes. [15]

2. (a) Explain the term "Annotation" in Java. Discuss how to specify the annotation retention policy.

   (b) Discuss in detail about the single-member annotations with a sample Java program. [8+7]

3. (a) Write a program illustrating 'this' keyword. Explain it.

   (b) Write short note on garbage collection. [7+8]

4. (a) What is inheritance? How inheritance promotes software reuse?

   (b) How to create class by inheriting from existing class? [7+8]

5. (a) Discuss about various methods defined by Pleader and Writer classes.

   (b) Write a program that illustrates file writes. [8+7]

6. (a) Give illustration on finalize( ), equals and to string( ) methods.

   (b) Define substitutability and discuss its needs. [8+7]

7. What are the various adapter classes that implements commonly used Listener interfaces? Write a sample Java program to demonstrate an Adapter. [15]

8. 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]

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