

Code :9A05402

1

II B.Tech II Semester(R09) Regular Examinations, April/May 2011
OBJECT ORIENTED PROGRAMMING

(Common to Computer Science & Systems Engineering, Information Technology, Computer Science
& Engineering)

Time: 3 hours

Max Marks: 70

Answer any FIVE questions
All questions carry equal marks

1. (a) What is the need of OOP paradigm?
(b) Write about agents of communities.
2. (a) How java is more secure than other languages?
(b) What is data type? Explain data types in java.
3. (a) What is method overloading? Explain with an example.
(b) Explain the usage of final and super keywords with an example.
4. What is a package? How do create a package? Explain about access protection in packages.
5. (a) What is an exception? Explain about exception handling mechanism in java.
(b) Compare thread based and process based multitasking.
6. What is the task performed by layout manager? Explain different layout managers.
7. (a) What is an applet? Explain applet life cycle.
(b) Write the difference between applet and stand alone applications.
8. (a) What is network programming? How are the different machines in a network addressed? Explain.
(b) What is a part? What are the differences between port & socket? Explain with an example.

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1. (a) Write about concept of responsibility in OOP.
(b) Write about information hiding with respect to message passing.
2. (a) What is an empty statement? Explain its usefulness.
(b) Compare in terms of their functionalities, the following pairs while and do-while.
3. (a) Can you declare abstract class members as final? Why?
(b) Explain the following:
 - i. Abstract methods.
 - ii. Concrete methods.
4. (a) Explain about classes of java.util package.
(b) Write the difference between class and interface.
5. (a) Explain the procedure to create user defined exceptions.
(b) Why finally keyword is necessary in exception handling?
6. (a) What are the functionalities supported by java related to drawing ellipses?
(b) What is event delegation model? Explain it.
7. (a) Explain briefly how to pass parameters to an applet.
(b) Write the differences between applet and standalone applications.
8. Explain about various networking classes & interfaces available in java.

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1. (a) Briefly explain about abstract mechanism.
(b) How to cope up with complexity? What are the mechanisms used to do so?
2. (a) Explain briefly about bitwise operators.
(b) Explain the structure of java program with an example.
3. (a) What is multilevel inheritance? Explain with suitable example.
(b) Explain how you can define constants in java. Explain with an example.
4. (a) Write a java program to demonstrate implementing two interfaces by single class.
(b) Discuss java.util package in detail.
5. (a) Write a java program to implement runnable interface to create a thread.
(b) Write short notes on Daemon threads.
6. Explain the following layout managers with a simple program.
 - (a) Card layout managers.
 - (b) Grid bad layout managers.
7. (a) What are mandatory attributes of applet tag? Explain them.
(b) Write a program which draws dashed line and dotted line using applet.
8. (a) What is socket? What are the two important TCP socket classes? Explain.
(b) Explore java.net package.

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4

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1. (a) What is the difference between message passing and a procedure call?
(b) Briefly write about OOP principles.
2. (a) Write a program to find the roots of quadratic equation.
(b) What is type casting? What are the rules followed for type casting?
3. Explain the following:
 - (a) Super.
 - (b) Static members of class.
 - (c) Abstract methods Vs Concrete methods.
4. (a) Write a java program to find date and time.
(b) What is the significance of CLASSPATH environment variables in creating loosing a package?
5. (a) Differentiate checked and unchecked exception.
(b) What is thread? Explain thread life cycle.
6. (a) Write the difference between AWT components and SWING components.
(b) Write short notes on inner class and adapter class.
7. (a) Write an applet program that display simple message " ALL THE BEST".
(b) How do applets differs from application programs?
(c) Write short notes on different types of applets.
8. (a) Discuss briefly about the following:
TCP,UDP & URL
(b) Write a client-server application that takes the password as input and check whether it is correct.
The program should print the appropriate messages.
