II B. Tech II Semester (R09) Regular & Supplementary Examinations, April/May 2012
OBJECT ORIENTED PROGRAMMING
(Common to CSS, IT & CSE)

Time: 3 hours   Max Marks: 70

Answer any FIVE questions
All questions carry equal marks
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1   (a)   Briefly write the OOP principles.
    (b)   What is an object oriented programming? How is it different from procedure oriented programming?

2   (a)   Explain java buzz words.
    (b)   How java is suitable for Internet?

3   (a)   Write a java program to demonstrate static polymorphism.
    (b)   What is inheritance? Write its advantages.

4   Write a program to create a package PKg1 which includes an interface ABC with two methods Read
          ( ) and Area ( ) and a constant PI. Create another package PKg2, which include two class circle and
          rectangle implements ABC interface to compute area of circle and area of rectangle. And also
          explain the compilation and execution of above program.

5   (a)   How are synchronized methods implemented?
    (b)   What is inter thread communication? What methods are employed?

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 differences between applet and stand alone applications.

8   Define the following,
          (a) Socket.
          (b) Proxy server.
          (c) Internet address.
          (d) Domain name service.

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1   (a)   Write about the concept of "Responsibility" in object oriented programming?
        (b)   What are the messages and methods? Write about information hiding with respect message passing.

2   (a)   List the differences between C++ and Java.
        (b)   Explain briefly about bitwise operators.

3   (a)   What are the costs of using inheritances foe software development?
        (b)   What are the differences between private, static and final variables?

4   (a)   What is a package? How do we design a package?
        (b)   How do we add a class or interface to a package?

5   What is the necessity of exception handling? Explain exception handling taking "Divide – by Zero" as an example.

6   (a)   What is dialog? Explain with an example.
        (b)   Explain about graphics class.

7   (a)   What are the limitations of AWT?
        (b)   Discuss model view architecture.

8   (a)   Define URL. What is the format of URL?
        (b)   What is the use of URL connection class?

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1   (a)   Describe with a flow chart how various tools are used in the applet development.
     (b)   "Java is platform independent language". Why?
     (c)   What is a class? How do classes help us to organize our programs?

2   (a)   What is an operator? Write about unary operators in java?
     (b)   Explain the structure of java program with an example?

3   Create a base class with an abstract print ( ) method that is overridden in a derived class. The
            overridden version of the method prints the value of an int variable defined in the derived class. At
            the point of definition of this variable, give it a nonzero value. In the base-class constructor, call this
            method. In main ( ), create an object of the derived type, and then call its print ( ) method. Explain the
            results.

4   What is a package? How do create a package? Explain about access protection in packages.

5   Describe the life cycle of a thread with a neat sketch.

6   (a)   Describe grid and card layout managers.
     (b)   Create a simple java program to draw filled ellipse and circle.

7   (a)   Explain briefly how to pass parameters to an applet.
     (b)   What is swing? Discuss its features.

8   Write about the following:
            (a) Inet address.
            (b) URL.
            (c) URL connection.

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1   Explain different programming approaches. Write their advantages and disadvantages.

2   (a)   Write a java program to find roots of quadratic equation.
     (b)   What is type casting? What are the rules followed for type casting?

3   (a)   What is inheritance? Explain different types of inheritances.
     (b)   Explain benefits and limitations of inheritances.

4   (a)   Explain about implicit and explicit import statements.
     (b)   How to extend one interface by another interface? Explain with an example.

5   (a)   What is a thread group class? Explain any three methods of this class.
     (b)   How can we set the priorities for a thread?

6   (a)   Write a java program to create a file menu.
     (b)   Write short notes on color and font classes.

7   (a)   Explain the process of creating applets.
     (b)   What is an applet? What are the differences between local and remote applets?

8   Write short notes on the following:
         (a) TCP / IP programming.
         (b) Client/Server model implementation.
         (c) Getting information from internet.

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