

Code No: R22052

**R10**

**SET - 1**

**II B. Tech II Semester Regular Examinations April/May – 2013**  
**OBJECT ORIENTED PROGRAMMING THROUGH JAVA**  
(Com. to CSE, IT, ECC)

Time: 3 hours

Max. Marks: 75

Answer any **FIVE** Questions  
All Questions carry **Equal** Marks  
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1. a) What is message passing? Explain the need of message passing in object oriented programming with an example.  
b) Explain the basic characteristics of object oriented programming.
2. a) Explain method overriding and method overloading with the help of examples.  
b) Explain two situations when String Buffer would be used for string handling. Also write a program which appends the string "programming", to the string "Java". Print the final content of the appended string.
3. a) Create a class Student. The Student class has data members such as roll number, name, and branch. Create a class called Exam that has data members mrollnumber and six subject marks. Derive the result class from Student and Exam and it has its own data members such as total mark, and result. Write a Java program to model the relationships.  
b) Write about substitutability.
4. Explain in detail the process of defining, creating, importing and accessing a package with suitable example.
5. a) What is an exception? Give the class hierarchy of exceptions.  
b) Describe the complete life cycle of thread with a neat block diagram at each stage.
6. a) Explain various methods called during execution cycle of the applet.  
b) Explain border layout? Explain the role of java applets in designing the web page.
7. Write a program to create a frame with exit capabilities. Handle events for mouse pressed, mouse released, mouse clicked and mouse dragged by displaying appropriate message describing the event at the coordinates where the event has taken place.
8. Write a java program with swing components button, text field, check box and a list objects. State the assumptions of your program clearly.



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1. a) Discuss Object Oriented Paradigm. Explain two differences between the object oriented paradigm of programming languages and the structured paradigm of programming languages.  
b) Explain different types of control statements available in Java with examples
2. a) What is a constructor? Write a Java program to explain the need of a constructor in problem solving.  
b) Write a program in Java to find whether the size of a given file is less than 50 bytes or not; and if it is less add characters to make it 50 bytes
3. a) Briefly describe about 'super' keyword and various member access rules in java.  
b) Does Java support multiple inheritance? justify your answer.
4. a) Explain the steps involved in creating an applet with an example  
b) Write a sample applet program to display your personal details 10 times.
5. Write a java program to implement the following exception class
  - i) Arithmetic Exception
  - ii) Number Format Exception
  - iii) Array Index Out of Bounds Exception.
6. With a program explain applet to applet communication.
7. a) What is an event? Discuss delegation event model.  
b) Write a java program to handle mouse events in a frame window
8. a) Explain the creation and manipulation of menus.  
b) Explain about tables in java swing package with suitable examples.

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**SET - 3**

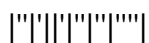
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1. a) What are the elements of OOP? How do these make OOP approach best suited to address real world problems?  
b) What are the advantages of 'platform independent languages'? Also explain how Java is platform independent.
2. a) What is method overloading? What are the important points which should be taken care of while overloading methods?  
b) Write a program in Java which reads two real numbers, finds the sum of these two numbers and prints the real and imaginary part of this sum separately
3. What is an inheritance? Briefly describe various forms of inheritance with suitable examples.
4. a) Define interfaces in Java. How interfaces are implemented? How they can be accessed?  
b) How to create and import a package? Explain with an example.
5. a) What is an exception? Explain, with an example, how exceptions are handled in Java  
b) Write a Java program to create a thread that displays odd numbers starting from 1 to 100.
6. a) Briefly describe applet life cycle.  
b) Define a Java method to find the greatest among three numbers. Write a Java applet that obtains three numbers from the user and displays the largest using the method.
7. a) What is Border Layout? Write a Java program which creates Border Layout and adds two text boxes to it.  
b) Explain the delegation event models? Explain the role of source and listeners with an example.
8. a) "In Java AWT supports absolute positioning of the objects in the screen" support or oppose this statement.  
b) Explain about J Tree swing component with suitable examples.



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1. a) Explain creating and accessing class members using object with an example.  
b) What is Unicode? Explain the advantage of using Unicode.
2. a) Explain at least two different uses of 'super' in the Java programs, with an example  
b) Write a Java program to explain the working of overloaded methods.
3. a) What are the different kinds of inheritance? Explain them with suitable examples.  
b) What do you understand by dynamic method dispatch? Explain with the help of an example.
4. a) What is a package? Explain the different access controls for packages in Java.  
b) How to apply interfaces? What is meant by extension of interfaces? Explain with an example.
5. a) list and explain the five keywords associated with exception handling in detail  
b) What is multithreading? Explain two advantages of multithreaded programs. Write a program in Java to explain how different priorities can be assigned to different threads.
6. a) How will you pass parameters to applets? Explain with an example.  
b) Explain Applet life cycle with a neat diagram.
7. Design an applet to display three buttons “Red”, “Green” and “Blue”. The color of the background changes according to the button pressed by the user. Also, write the HTML code to display the applet.
8. a) Explain how to generate menu bar with scroll bars using Java  
b) Explain different types of methods and constructors of CheckBox Class.

