

15. a) Write notes on character streams and byte classes in Java.
b) Discuss briefly about Java I/O classes.



Code No. : 5439/N

FACULTY OF ENGINEERING
B.E. 2/4 (CSE) II Semester (New) (Main) Examination, May/June 2012
OBJECT ORIENTED PROGRAMMING USING JAVA

Time : 3 Hours]

[Max. Marks : 75

Note : Answer *all* questions from Part A.
Answer *any five* questions from Part B.

PART - A

(25 Marks)

- | | |
|--|---|
| 1. Define object oriented development. | 3 |
| 2. What is a package ? | 2 |
| 3. What are the different ways of defining constants in Java ? | 2 |
| 4. Differentiate string and string buffer. | 3 |
| 5. What are iterators ? | 2 |
| 6. What is wrapper class ? | 3 |
| 7. List the layout managers. | 3 |
| 8. Differentiate label and text field. | 2 |
| 9. List the byte stream classes. | 3 |
| 10. What is serialization ? | 2 |

PART - B

(50 Marks)

- | | |
|--|---|
| 11. a) What is type conversion and casting ? Explain with example. | 5 |
| b) What is an interface ? Give example. | 5 |
| 12. a) What is synchronisation ? Explain with example. | 5 |
| b) Write a program to create and use user defined exception. | 5 |

(This paper contains 2 pages)

1

P.T.O.



WARRIOR COLLEGE OF ENGINEERING
VADAPAD-500 001

Code No. : 6210

FACULTY OF ENGINEERING
B.E. 2/4 (CSE) II Semester (Main) Examination, June 2010
OBJECT ORIENTED PROGRAMMING USING JAVA

Time: 3 Hours]

[Max. Marks : 75

Note : Answer *all* questions from Part - A. Answer *any five* questions from Part - B.

PART - A

25 Marks

- | | |
|--|---|
| 1. List control statements with simple example. | 3 |
| 2. What is a class ? | 2 |
| 3. Write a simple program for reading a file. | 3 |
| 4. Explain printwriter class with an simple example. | 2 |
| 5. Explain about string tokenizer. | 2 |
| 6. Explain about Bitset and Timer. | 3 |
| 7. List the methods in Inputstream . | 3 |
| 8. List the methods in Outputstream. | 2 |
| 9. What is an frame ? | 2 |
| 10. Explain the life cycle of an applet. | 3 |

PART - B

50 Marks

- | | |
|---|--|
| 11. Explain the concept of inheritance and give examples on each type of inheritance. | |
| 12. Write a program that shows three methods that exit in various ways, none without executing their finally clauses. | |

(This paper contains 2 pages)

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Code No. : 5239/O

FACULTY OF ENGINEERING
B.E. 2/4 (CSE) II Semester (Old) Examination, May/June 2012
DATA COMMUNICATIONS

Time: 3 Hours]

[Max. Marks : 75

Note : Answer *all* questions of Part A. Answer *any five* questions from Part B.

PART – A

25

1. What is a protocol ?
2. Define Manchester and differential Manchester encoding.
3. What is interfacing ?
4. What is a parity check ?
5. What is congestion ?
6. What is the use of AAL protocol ?
7. Compare Bus topology with star topology.
8. What is Ad-HOC Networking ?
9. Define FDDI.
10. What are the advantages of CSMA/CD over CSMA ?

2

3

3

2

3

2

3

2

2

3

PART – B

50

11. What are the transmission impairments ? Explain all of them.
12. Write a notes on ;
 - a) Guided transmission media.
 - b) Sliding window protocol.

10

5

5

(This paper contains 2 pages)

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