

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)

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P.T.O.



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

**PART – B**

50

11. What are the transmission impairments ? Explain all of them. 10
12. Write a notes on ;
  - a) Guided transmission media. 5
  - b) Sliding window protocol. 5

(This paper contains 2 pages)

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P.T.O.