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 test 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.

Code No.: 211/N

FACULTY OF ENGINEERING
B.E. II/IV (CSE) II Semester (Supplementary) Examination, December 2008
OPERATING SYSTEM

Time : 3 Hours] [Max. Marks : 75

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

Part A – (Marks : 25)

1. What can be the various states of a process ? 2
2. What can be the different parameters to define a multilevel feedback queue scheduler? 3
3. Under what circumstances do page faults occur? 2
4. What is a Free – space list? What are the different approaches to implement it. 3
5. What is a Semaphore ? Where can it be used ? 2
6. What is a Resource – Allocation Graph? Where can it be used? 3
7. With regard to Disk scheduling, define seek time, rotational latency. 2
8. How does DMA increase system concurrency? 2
9. What are the aims of the central conflict resolution mechanism provided by LINUX system? 3
10. What are the design principles of the WindowsXP system? 3

Part B – (Marks : 5 × 10 = 50)

11. (a) Describe the actions taken by a Kernel to switch contex between processes. 5
    (b) Explain the criteria for comparing CPU scheduling algorithms. 5
12. (a) Explain the "Segmentation with paging" scheme of memory management. 5
    (b) What are the advantages and disadvantages of contiguous, linked and indexed allocation schemes of disk space. 5
13. (a) Give an algorithm to solve the readers – writers problem using semaphores. 6
    (b) What are various schemes for recovery from deadlocks ? Explain. 4

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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
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