Code No: 09A60403   R09   SET-1

B. Tech III Year II Semester Examinations, April/May -2012
OBJECT ORIENTED PROGRAMMING
(ELECTRONICS AND COMMUNICATION ENGINEERING)
Time: 3 hours   **Max. Marks: 75**
Answer any five questions
All questions carry equal marks
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1. Explain in detail about different concepts used in Object Oriented Programming.
[15]

2. a) Write a java program to explain scope and life time of variables.
   b) Briefly discuss about garbage collection.   [8+7]

3. Define abstract classes. Write a java code to explain abstract classes.   [15]

4. With the help of a java code, explain how to create and access a package.   [15]

5. a) Discuss about the benefits of exception handling.
   b) Briefly discuss about various class methods of java.util package.   [8+7]

6. With a neat diagram explain the thread life cycle in detail.   [15]

7. a) Write a java code to create check box groups and text fields.
   b) With an example explain grid layout.   [8+7]

8. Write a java code to create an applet to draw circle, rectangle, triangle based on the choice selected from the menu.   [15]

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Code No: 09A60403 | R09 | SET-2

B. Tech III Year II Semester Examinations, April/May -2012
OBJECT ORIENTED PROGRAMMING
(ELECTRONICS AND COMMUNICATION ENGINEERING)
Time: 3 hours   Max. Marks: 75
Answer any five questions
All questions carry equal marks
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1. With the help of an example explain the concept of abstraction mechanism.   [15]

2. a) Write a java program to explain the concept of type casting and conversion.
   b) Write a java program to explain constructors.   [8+7]

3. Explain different forms of Inheritance with the help of an example.   [15]

4. Define an Interface. Write a java code to explain implementation of interface. [15]

5. a) Write a java code to create user defined exceptions.
   b) Discuss about any four string handling functions with examples.   [7+8]

6. Write a java code for producer consumer problem using Multithreading concept.
                                                                                  [15]

7. Briefly discuss about event Listeners? Explain how mouse and keyboard events
   handling is used in selecting the options in menu bar?   [15]

8. Write an JApplet code to create check boxes, radio buttons and combo boxes. [15]

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Code No: 09A60403   R09   SET-3

B. Tech III Year II Semester Examinations, April/May -2012
OBJECT ORIENTED PROGRAMMING
(ELECTRONICS AND COMMUNICATION ENGINEERING)
Time: 3 hours   **Max. Marks: 75**
Answer any five questions
All questions carry equal marks
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1. With an example explain the concept of agents, responsibilities methods and Messages.   [15]

2. Write a java program to explain the concept of Classes and Objects.   [15]

3. Write a java code to explain Polymorphism and Method overriding.   [15]

4. a) Discuss about the creation f CLASSPATH.
   b) Explain differences between classes and interfaces.   [8+7]

5. With a java code to explain the handling of exceptions using throws.   [15]

6. Write a java code to explain the concept of thread priority in multithreading.   [15]

7. Explain various layouts manager types with the help of an example.   [15]

8. With a neat diagram explain the life cycle of an applet program.   [15]

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Code No: 09A60403   R09   SET-4

B. Tech III Year II Semester Examinations, April/May -2012
OBJECT ORIENTED PROGRAMMING
(ELECTRONICS AND COMMUNICATION ENGINEERING)
Time: 3 hours   **Max. Marks: 75**
Answer any five questions
All questions carry equal marks
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1. Explain the properties of a class definition. Discuss about the creation of instances for a class?   [15]

2. Write a java program to explain the concept of method overloading.   [15]

3. List out the benefits of Inheritance? Discuss about the use of super in inheritance.
                                                                            [15]

4. Write a java code to explain the concept of extending Interfaces.   [15]

5. With the help of java code explain the handling of exceptions using try catch statements.   [15]

6. Explain the concept of inter thread communication with a sample java code.   [15]

7. Write a java code to change the background of a screen based on the colour options selected from the menu bar.   [15]

8. List out the limitations of AWT. Explain the MVC architecture in detail.   [15]

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