

II B.Tech I Semester Supplementary Examinations, November 2008
OBJECT ORIENTED PROGRAMMING THROUGH JAVA
(Common to Computer Science & Engineering, Information Technology
and Computer Science & Systems Engineering)

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. (a) What is object oriented programming? How is it different from procedure oriented programming?
(b) What are unique advantages of an object oriented paradigm? [8+8]
2. Write short notes on the following:
 - (a) Inheritance
 - (b) static class variables
 - (c) package
 - (d) constructors [4×4]
3. (a) What is the purpose of String Tokenizer class? Name the interface it implements?
(b) Detail the constructors in the StringTokenizer class. What are the packages that define StringBuffer and StringTokenizer classes?
(c) Write an example program to illustrate its usage. [5+5+6]
4. Explain the concepts of applets in Java language. [16]
5. (a) Explain various categories of the compile time errors.
(b) Discuss about nested try statements and how such a program may be executed? [8+8]
6. (a) How are synchronized methods implemented?
(b) What is inter thread communication. What methods are employed? [8+8]
7. What is the JDBC? Explain two-tier JDBC model and three-tier JDBC model. [16]
8. How can you create a custom RNI socket factory and how can you specify the socket factory in your application? Give an example. [16]

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1. (a) Explain about Math class methods.
(b) Write about Java API package. [8+8]
2. (a) Explain about the various access specifiers in java in detail.
(b) Explain about the inner classes with an example. [8+8]
3. (a) Write a Java program to illustrate the usage of the reverse() method of the StringBuffer class. Give output.
(b) Explain the delete() and deletecharAt() methods of the StringBuffer class. [8+8]
4. Write a program that randomly draws characters in different font sizes and colors. [16]
5. (a) What do you mean by an exception and error? Give the hierarchy of the exceptions in java.
(b) List out the various java built-in exception handlers. [8+8]
6. (a) How does the Print Writer method enable writing to the console?
(b) Outline the procedure to handle files. [8+8]
7. What are various JDBC driver types and explain in detail? [16]
8. (a) How does the server listen for a connection at port?
(b) Describe how to prepare a server to receive a stream based connection request from a single client? [8+8]

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1. (a) Explain about Java class libraries.
(b) Explain about relational and logical operators with examples. [8+8]
2. (a) What is multiple inheritance? Explain how does Java support multiple inheritance?
(b) Write about the data types supported by Java? [8+8]
3. (a) Write a Java program that uses the length() and capacity() methods of the StringBuffer class. Give the output.
(b) Explain the charAt() and setCharAt() methods of the StringBuffer class. [8+8]
4. Describe about various components in Swing. [16]
5. (a) What is an exception? How can java handle the exceptions? Illustrate with an example.
(b) Explain about various key words used in handling the exceptions. [8+8]
6. (a) Develop a program to illustrate how multithread operation is done?
(b) What does extending a thread mean? Explain by means of a program. [8+8]
7. Describe the various methods in HTTP Servlet request interface and HTTP Servlet response interface. [16]
8. (a) What is TCP/IP? What is the difference between TCP/IP and UDP/IP?
(b) What is socket? Which socket is used for client and server in TCP?
(c) How does a client can create a connection with a server? How does a server can create a connection with a client? [5+5+6]

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1. Write down the properties of Java language. [16]

2. (a) Give general form of the package statement. Give an example package creation statement.
- (b) Give general form of a multileveled package statement. What is the significance of the CLASSPATH environment variable in creating/using a package?
- (c) Give the general form of the import statement. Illustrate a Java program that creates a package and uses it. [5+6+5]

3. (a) Explain the difference between static and dynamic binding with examples.
- (b) Explain how to call virtual functions in base class constructor? [8+8]

4. Write a program, which illustrates all the mouse and window events. [16]

5. (a) What do you mean by an exception and error? Give the hierarchy of the exceptions in java.
- (b) List out the various java built-in exception handlers. [8+8]

6. (a) What is deadlock? How is it resolved? Explain by means of a program.
- (b) What type of controls can be applied on threads? Mention about the old and new versions of such methods. [8+8]

7. What is a cookie? Write a program to illustrate the use of cookies. [16]

8. How can you create a custom RMI Socket Factory and how can you specify the Socket factory in your application give an example. [16]
