

II B.Tech. I Semester Supplementary Examinations, May -2005
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) Java is both compiled and interpreted language discuss.
(b) What is command line argument? How it is useful?
(c) What is garbage collection? Explain in detail.
2. (a) What is operator overloading? Why is it necessary to overload an operator?
(b) Discuss the different ways by which we can access public member functions of an object?
3. (a) List out any five methods in String class.
(b) Explain about the StringTokenizer class.
4. Write a program that randomly draws characters in different font sizes and colors.
5. (a) When should we use an exception handling?
(b) Explain about re-throwing an exception with an example.
6. (a) Write a program to read input from the key board and echo it on the monitor using InputStreamReader.
(b) Explain about the various InputStreams and OutputStreams in java.
7. Describe the various methods in HTTP Servlet request interface and HTTP Servlet response interface.
8. Explain connection less client-server interaction with data gram in detail.

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1. Explain various data types and operators in Java in detail with suitable examples.
2. (a) Contrast: Object-based Vs. Object-oriented. Give an example (Other than Java and C++) of each category of languages.
(b) What is the purpose of static member variables and static methods?
(c) Write a Java program that counts the number of objects in that program.
3. (a) Define the variable super and its uses with an example.
(b) Write a program to illustrate the multiple inheritance.
(c) Write about abstract class and early binding.
4. Write a program that draws a square. As the mouse moves over the drawing area, repaint the square with the upper left corner of the square following the exact path of the mouse cursor.
5. Using inheritance, create an exception in super class and various exceptions in sub classes. Write a program to demonstrate that the catch specifying the super class catches the sub class exceptions.
6. Write about the various CharacterStreams in java.
7. Write a program to handle HTTP get request?
8. How can you create Server applications? What are the uses of Server Socket class?

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1. Write a program segment that accomplishes each of the following.
 - (a) Calculate the integer part of Quotient when integer a is divided by integer b.
 - (b) Calculate integer remainder when integer a is divided by integer b.
 - (c) Use the program pieces developed in a) and b) to write a method displayDigit that receives an integer between 1 and 99999 and prints it as a series of digits, each pair of which is separated by two spaces. For example, integer 4562 should be printed as 4 5 6 2.
2.
 - (a) Explain about the various access specifiers in java in detail.
 - (b) Explain about the inner classes with an example.
3.
 - (a) Write a runtime polymorphism program in Java using interface reference variable.
 - (b) Write the same program using object reference variable.
 - (c) Contrast: this Vs. super.
4. Write a program, which illustrates all the mouse and window events.
5.
 - (a) Define an exception? How a programmer can handle it?
 - (b) Explain how a multiple catch statement works?
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.
7.
 - (a) How to write stored procedures with JDBC.
 - (b) What is prepared statement? Explain with an example.
8.
 - (a) Explain about the terms client and server.
 - (b) How are different machines in a network be addressed?
 - (c) What is a port? What is the difference between port and socket?
 - (d) Write short notes on:
 - i. CORBA
 - ii. SERVLETS

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1. Write down the properties of Java language.
2. (a) Write short notes on the following.
 - i. Data abstraction
 - ii. Data binding
 - iii. Garbage collection
 - iv. Virtual destructor.(b) Discuss about the package of Java language.
3. (a) Define an interface? Explain the difference between class and interface. List out the various interfaces in java.
(b) Write a program to get n numbers from the users and print and largest numbers.
4. Describe about various components in Swing.
5. (a) Discuss about the nested try statement and how such a program may be executed?
(b) List out by an example the way to create a user defined exception.
6. Write program to copy the contents of one file to another file.
7. Write a program to handle HTTP get request?
8. (a) How can you protect sensitive information?
(b) Explain about the remote reference layer.
