Code No: RR221902 **Set No.1**

II B.Tech. II Semester Regular Examinations, April/May -2005
OBJECT ORIENTED PROGRAMMING (THROUGH JAVA)
(Electronics & Computer Engineering)

Time: 3 hours **Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

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1. (a) Explain about Math class methods.
   (b) Write about Java API package.
2. (a) Contrast: inner class Vs. nested class.
   (b) Write a Java program to illustrate the usage of inner class.
   (c) What is the purpose of inheritance? Give the general form to declare abstract methods. Should a class that contains one or more abstract methods be declared abstract? Can the subclass of an abstract class be abstract itself? Justify.
3. (a) Enumerate and describe any four methods in Stringtokenizer class.
   (b) Contrast the StringBuffer class with the Stringtokenizer class.
4. Write a program that randomly draws characters in different font sizes and colors.
5. Write short notes on the following:
   (a) multithreading
   (b) exception handling
6. Write a program to count the numbers of words by using Stringtokenizer.
7. What is JDBC? Explain 2-tier JDBC model and 3-Tier JDBC model.
8. How can you create a custom RMI Socket Factory and how can you specify the Socket factory in your application give an example.

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Code No: RR221902 **Set No.2**

II B.Tech. II Semester Regular Examinations, April/May -2005
OBJECT ORIENTED PROGRAMMING (THROUGH JAVA)
(Electronics & Computer Engineering)

Time: 3 hours **Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

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1. Write down the properties of Java language.
2. (a) What is a constructor? Contrast: default constructor Vs. parameterized constructor.
   (b) What are the restrictions on static methods?
   (c) What are the two uses of final that apply to final to inheritance?
3. (a) What is the purpose of StringBuffer class? Detail its constructors.
   (b) Explain the following methods of the StringBuffer class.
      i. length()
      ii. capacity()
      iii. ensureCapacity()
      iv. setLength
4. Describe about various components in Swing.
5. (a) Define an exception? How a programmer can handle it?
   (b) Explain how a multiple catch statement works?
6. (a) How does the Print Writer method enable writing to the console?
   (b) Outline the procedure to handle files.
7. Write a program to handle HTTP get request?
8. (a) Write a client server program using java.net package. Where client sends messages and server should receive and print on its monitor.
   (b) Give an overview of servlets.

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Code No: RR221902 **Set No.3**

II B.Tech. II Semester Regular Examinations, April/May -2005
OBJECT ORIENTED PROGRAMMING (THROUGH JAVA)
(Electronics & Computer Engineering)

Time: 3 hours **Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

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1. Write down the properties of Java language.
2. (a) What is multiple inheritance? Explain how does Java support multiple inheritance?
   (b) Write about the data types supported by Java?
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. Explain the concepts of applets in Java language.
5. Explain with an example why exception handling is an effective means for dealing with constructor failure.
6. (a) How does the Print Writer method enable writing to the console?
   (b) Outline the procedure to handle files.
7. What is servlet? What are the differences between HTTP Servlet and Generic Servlet? Explain with an example?
8. How can you create Server applications? What are the uses of Server Socket class?

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Code No: RR221902 **Set No.4**

II B.Tech. II Semester Regular Examinations, April/May -2005
OBJECT ORIENTED PROGRAMMING (THROUGH JAVA)
(Electronics & Computer Engineering)

Time: 3 hours **Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

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1. Explain various data types and operators in Java in detail with suitable examples.
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 virtual function and give advantages of it.
   (b) Explain about static and dynamic binding with examples.
4. Describe about various components in Swing.
5. Explain with an example why exception handling is an effective means for dealing with constructor failure.
6. Write about various Stream Classes in java.
7. Explain about the design of JDBC and typical uses of JDBC.
8. (a) What is a socket and how is servlet different from socket?
   (b) Explain about implementing a remote interface with an example?

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