Code No: 117FX

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
B. Tech IV Year I Semester Examinations, November/December - 2016
OBJECT ORIENTED PROGRAMMING THROUGH JAVA
(Electronics and Communication Engineering)

Time: 3 Hours   Max. Marks: 75

Note: This question paper contains two parts A and B.
Part A is compulsory which carries 25 marks. Answer all questions in Part A.
Part B consists of 5 Units. Answer any one full question from each unit. Each
question carries 10 marks and may have a, b, c as sub questions.

PART- A
(25 Marks)

1.a) What is the difference between an object and a class?   [2]
 b) How does a class accomplish data hiding?   [3]
 c) What is the purpose of inheritance? Give example.   [2]
 d) What is an interface? Give example.   [3]
 e) What are the benefits of exception handling?   [2]
 f) What is thread synchronization? Explain.   [3]
 g) What is Event listener? Explain.   [2]
 h) What is window? What are the operations of window?   [3]
 i) What are the limitations of AWT?   [2]
 j) State the differences between applets and applications.   [3]

PART-B
(50 Marks)

2.a) What are the unique advantages of an object oriented paradigm?
 b) What is a constructor? What are its special properties?   [5+5]

OR

3.a) What are the different kinds of bitwise and Boolean logical operators in Java?
 b) Illustrate dynamic binding with a Java program.   [5+5]

4.a) What are the differences between an interface and class. Explain with suitable examples.
 b) Describe the various forms of implementing interfaces. Give examples of java code for
    each case.   [5+5]

OR

5.a) Define the variable super and its uses with an example.
 b) Write a Java Program to show the use of Abstract classes.   [5+5]

6.a) Discuss about "thread priorities" with examples.
 b) What do you mean by an exception and error? Give the hierarchy of the exceptions in
    java.   [5+5]

OR

7.a) What does extending a thread mean? Explain by means of a program.
 b) How to create a user defined exception? Explain with an example.   [5+5]

8.a) What is an event driven programming and how is it structured?
   b) What is an adapter class and how can adapter classes are effective?   [5+5]

OR

9.a) Explain the class hierarchy of various window types.
   b) How events are categorized in Java? Explain.   [5+5]

10. Write about applet basics and state how it runs in a window. Explain how an applet itself updates its window during an information change.   [10]

OR

11.a) With a neat sketch, explain the Swing architecture.
   b) With a program, explain, how to create popup menu's in Swing?   [5+5]

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