

OBJECT ORIENTED PROGRAMMING USING JAVA

(Common to CSE & IT)

Time: 3 hours

Max. Marks: 70

PART - A

(Compulsory Question)

- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) Explain about commands javac, java.
 - (b) List any four predefined packages in java.
 - (c) What is multitasking?
 - (d) Define an event in java.
 - (e) Demonstrate the use of "?" operator.
 - (f) Differences between the object oriented program and procedural oriented programming.
 - (g) Explain about Bitwise operators in java.
 - (h) Explain the normal flow of a thread with neat diagram.
 - (i) List out event sources.
 - (j) Explain parameter passing methods in java.

PART - B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT - I

- 2 (a) Explain briefly buzzwords of java.
(b) Explain any four object oriented programming features.

OR

- 3 (a) Explain about arrays in java with an example program.
(b) Write a java program to perform matrix multiplication.

UNIT - II

- 4 (a) Explain about StringTokenizer class in java with example.
(b) In how many ways a package can be imported. Explain with an example program.

OR

- 5 (a) What is a constructor? Explain constructor overloading with an example.
(b) What is a method? Explain method overloading with example.

UNIT - III

- 6 (a) Define a package. Write down the steps to create a package.
(b) Define an interface. Explain about implementing an interface with example.

OR

- 7 (a) What is an exception? Explain various exception types.
(b) Write a java program using all keywords of exception handling.

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UNIT - IV

- 8 (a) Write a java program that creates a thread by extending the thread class.
(b) Explain about thread priorities in java with suitable example.

OR

- 9 (a) Explain about the ways to create an applet with example.
(b) How to pass parameters to an applet? Explain with an example.

UNIT - V

- 10 (a) List and explain various AWT components in java.
(b) Explain about event delegation model.

OR

- 11 Explain the following layout managers.
(a) Border layout.
(b) Grid layout.
(c) Flow layout.
