### II B.Tech II Semester Examinations, April/May 2012 OBJECT ORIENTED PROGRAMMING Common to CHEM, IT, E.COMP.E, CSE, CSSE

Time: 3 hours

### Answer any FIVE Questions All Questions carry equal marks \*\*\*\*

- 1. Explain the following terms.
  - (a) Inheritance (b) Polymorphism.
  - (c) Dynamic binding (d) Message passing.
- 2. Write short notes on:
  - (a) Protocols.
  - (b) Sockets.
  - (c) Client/Server.
  - (d) DNS.
- 3. (a) Explain why all of the built in java classes are stored in packages?
  - (b) Explain how to import a package with an example? [8+8]
- 4. What does the modifier keyword 'final' mean when applied in a data field declaration. Explain with an example. [16]
- 5. What is an Object? How can you declare Objects? Explain with an example. [16]
- 6. Create an applet with two toolbars. One toolbar should be created using JButtons and a separator and another toolbar should be created using 3 custom Action classes. Add one to the north and another to the south sides of border layout. When the user clicks one of the buttons in the toolbar, it will print a message to the console stating that which button is being pressed from which toolbar. Add functionalities to the buttons such as New, Open, Close, Save, Cut, Copy, Paste.
- 7. (a) Explain the reason of creating a subclass of Frame is preferred over creating an instance of Frame when creating a window.
  - (b) Explain the steps in creating a subclass of frame with the help of examples. [8+8]
- 8. What are the constructors and the methods that are used to allow chained exceptions in java? Explain with a sample program. [16]

\*\*\*\*\*

# Set No. 2

[16]

[4+4+4+4]

[16]



Max Marks: 80

### II B.Tech II Semester Examinations, April/May 2012 **OBJECT ORIENTED PROGRAMMING** Common to CHEM, IT, E.COMP.E, CSE, CSSE

 $\mathbf{R07}$ 

Time: 3 hours

Answer any FIVE Questions All Questions carry equal marks \*\*\*\*

- 1. Write short notes on:
  - (a) Protocols.
  - (b) Sockets.
  - (c) Client/Server.
  - (d) DNS.

2. Explain the following terms.

- (a) Inheritance (b) Polymorphism.
- (c) Dynamic binding (d) Message passing.
- 3. What does the modifier keyword 'final' mean when applied in a data field declaration. Explain with an example. [16]
- 4. What is an Object? How can you declare Objects? Explain with an example. [16]
- 5. Create an applet with two toolbars. One toolbar should be created using JButtons and a separator and another toolbar should be created using 3 custom Action classes. Add one to the north and another to the south sides of border layout. When the user clicks one of the buttons in the toolbar, it will print a message to the console stating that which button is being pressed from which toolbar. Add functionalities to the buttons such as New, Open, Close, Save, Cut, Copy, Paste. |16|
- (a) Explain the reason of creating a subclass of Frame is preferred over creating 6. an instance of Frame when creating a window.
  - (b) Explain the steps in creating a subclass of frame with the help of examples. [8+8]
- 7. (a) Explain why all of the built in java classes are stored in packages?
  - (b) Explain how to import a package with an example? [8+8]
- 8. What are the constructors and the methods that are used to allow chained exceptions in java? Explain with a sample program. [16]

\*\*\*\*\*

# Set No. 4

Max Marks: 80

[4+4+4+4]

[16]

 $\mathbf{R07}$ 

# Set No. 1

### II B.Tech II Semester Examinations, April/May 2012 OBJECT ORIENTED PROGRAMMING Common to CHEM, IT, E.COMP.E, CSE, CSSE

Time: 3 hours

Max Marks: 80

#### Answer any FIVE Questions All Questions carry equal marks \*\*\*\*\*

- 1. Create an applet with two toolbars. One toolbar should be created using JButtons and a separator and another toolbar should be created using 3 custom Action classes. Add one to the north and another to the south sides of border layout. When the user clicks one of the buttons in the toolbar, it will print a message to the console stating that which button is being pressed from which toolbar. Add functionalities to the buttons such as New, Open, Close, Save, Cut, Copy, Paste. [16]
- 2. What does the modifier keyword 'final' mean when applied in a data field declaration. Explain with an example. [16]
- 3. Write short notes on:
  - (a) Protocols.
  - (b) Sockets.
  - (c) Client/Server.
  - (d) DNS.

[4+4+4+4]

- 4. What is an Object? How can you declare Objects? Explain with an example. [16]
- 5. What are the constructors and the methods that are used to allow chained exceptions in java? Explain with a sample program. [16]
- 6. (a) Explain the reason of creating a subclass of Frame is preferred over creating an instance of Frame when creating a window.
  - (b) Explain the steps in creating a subclass of frame with the help of examples.

[8+8]

[16]

- 7. (a) Explain why all of the built in java classes are stored in packages?
  - (b) Explain how to import a package with an example? [8+8]
- 8. Explain the following terms.
  - (a) Inheritance (b) Polymorphism.
  - (c) Dynamic binding (d) Message passing.

\*\*\*\*

### II B.Tech II Semester Examinations, April/May 2012 **OBJECT ORIENTED PROGRAMMING** Common to CHEM, IT, E.COMP.E, CSE, CSSE

 $\mathbf{R07}$ 

Time: 3 hours

### Answer any FIVE Questions All Questions carry equal marks \*\*\*\*\*

- 1. What are the constructors and the methods that are used to allow chained exceptions in java? Explain with a sample program. [16]
- 2. (a) Explain why all of the built in java classes are stored in packages?
  - (b) Explain how to import a package with an example? [8+8]
- 3. Create an applet with two toolbars. One toolbar should be created using JButtons and a separator and another toolbar should be created using 3 custom Action classes. Add one to the north and another to the south sides of border layout. When the user clicks one of the buttons in the toolbar, it will print a message to the console stating that which button is being pressed from which toolbar. Add functionalities to the buttons such as New, Open, Close, Save, Cut, Copy, Paste. |16|
- 4. What does the modifier keyword 'final' mean when applied in a data field declaration. Explain with an example. [16]
- 5. What is an Object? How can you declare Objects? Explain with an example. [16]
- 6. Write short notes on:
  - (a) Protocols.
  - (b) Sockets.
  - (c) Client/Server.
  - (d) DNS.
- 7. Explain the following terms.
  - (a) Inheritance (b) Polymorphism.
  - (c) Dynamic binding (d) Message passing. [16]
- 8. (a) Explain the reason of creating a subclass of Frame is preferred over creating an instance of Frame when creating a window.
  - (b) Explain the steps in creating a subclass of frame with the help of examples.

[8+8]

#### \*\*\*\*\*

## Set No. 3

Max Marks: 80

[4+4+4+4]