

II B. Tech I Semester Regular Examinations, November 2015

OBJECT ORIENTED PROGRAMMING

(Common to Computer Science and Engineering and
Information Technology)

Time: 3 Hours**Max. Marks: 60****Note:** All Questions from **PART-A** are to be answered at one place.Answer any **FOUR** questions from **Part-B**. All Questions carry equal Marks.**PART-A****6 × 2 = 12M**

1. List the primitive data types available in JAVA.
2. Differentiate overloading and overriding
3. List the access specifiers used for data members which allows it to be accessed in other packages.
4. Can a try block be written without a catch block? Justify.
5. Explain the Delegation event Model
6. Write the steps required to create menu bar.

PART-B**4 × 12 = 48M**

1. a) Explain the features and benefits of Object Oriented Development (6M)
b) Explain the type conversion and type casting used in JAVA. (6M)
2. a) Write a program to demonstrate Dynamic Method Dispatch (6M)
b) Write a program to show the overloading of constructors. (6M)
3. a) Write a java program to define a class for student information in one package P1 and use the same student class to read the information of 10 students and find the student who got highest marks in another package p2 (6M)
b) What is an interface? How it is used to create constants and define Functions. (6M)
4. a) Write a program to demonstrate the creation of user defined Exception in Java. (6M)
b) Write a Java program to create two threads from main such that one thread calculates the factorial of a given number and another thread checks whether the given number is prime or not. (6M)

5. a) Explain about the lifecycle of an applet with an example (6M)
b) Write a program to demonstrate keyboard event handling. (6M)
6. a) Explain briefly about different Layout managers.. (8M)
b) Explain clearly the following components of AWT with suitable examples for each of the components. (4M)
i) Button ii) Choice
