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Code No: CT1506

GEC-R14

III B. Tech I Semester Supplementary Examinations, July 2017

**OBJECT ORIENTED PROGRAMMING**

(Open Elective-I)

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. Define data abstraction and Inheritance in OOP language.
2. Define Constructor. Write a Simple JAVA program illustrating the use of Constructor.
3. Define Interface. What is the major difference between interfaces and classes?
4. Define Thread. Draw the complete life cycle of a Thread.
5. Define Applet and How do applets differ from application programs.
6. What are the Events that are generated by button and check box?

**PART-B**

**4 × 12 = 48M**

1. a) What is OOP? How it is different from the procedure oriented programming? (6M)  
b) List a few areas of application of OOP technology. (6M)
2. a) Compare and contrast overloading and overriding methods in java. (6M)  
b) Given are two one dimensional arrays A and B which are sorted in ascending order. Write a java program to merge them into a single sorted array C that contain every item from arrays A and B in ascending order. (6M)
3. a) Describe the various forms of implementing interfaces? Give examples of java code for each case. (6M)  
b) Give an example where interface can be used to support multiple inheritances with a standalone java program for an example. (6M)
4. a) What is finally block? When and How it is used in java? (6M)  
b) Explain how exception handling mechanism can be used for debugging a program. (6M)

5. a) Discuss the steps involved in developing and running an applet. (6M)
- b) Explain the concept of applet life cycle with neat block diagram. (6M)
6. a) Briefly Explain AWT Hierarchy. (6M)
- b) Explain the button and check box user interface components with a simple java program. (6M)