Code: CS3T5

II B.Tech - I Semester – Regular Examinations – December 2015

OBJECT ORIENTED PROGRAMMING THROUGH JAVA
(COMPUTER SCIENCE AND ENGINEERING)

Duration: 3 hours   Max. Marks: 70

PART – A

Answer *all* the questions.   All questions carry equal marks

11x 2 = 22 M

1. a) State different data types in java along with its sizes.
   b) What is the general format of a class?
   c) How is java object a reference?
   d) Write about String class.
   e) What are the advantages of inheritance?
   f) Why 'super' keyword is used?
   g) What is the use of an interface?
   h) What is autoboxing?
   i) Draw the life cycle of a thread.
   j) Differentiate between AWT and swings.
   k) What are the different layout managers available in java?

PART – B

Answer any *THREE* questions. All questions carry equal marks. 3 x 16 = 48 M

2. a) What are the principles of OOPS? 8 M

b) Explain in detail about StringTokenizer class. 8 M

3. a) Differentiate between method overloading and method overriding. 8 M

b) How to define an interface? 8 M

4. a) What is a package? How to define a package? 8 M

b) What is an Object Class? Explain its methods. 8 M

5. a) What is exception handling? Explain with an example. 8 M

b) How to create a thread and use it? 8 M

6. a) What are swings? Explain the limitations of AWT. 8 M

b) How to handle mouse events in Java? 8 M