

Code No: 127FX

R15

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

B. Tech IV Year I Semester Examinations, November/December - 2018

OBJECT ORIENTED PROGRAMMING THROUGH JAVA

(Electronics and Communication Engineering)

Time: 3 Hours

Max. Marks: 75

Note: This question paper contains two parts A and B.

Part A is compulsory which carries 25 marks. Answer all questions in Part A. Part B consists of 5 Units. Answer any one full question from each unit. Each question carries 10 marks and may have a, b, c as sub questions.

PART- A

(25 Marks)

- 1.a) Define nested classes and inner classes. [2]
- b) Explain the need of 'this' keyword. [3]
- c) Define an interface. How it differs from a class. [2]
- d) What are the benefits and limitations of inheritance? [3]
- e) What are the uses of multithreading? [2]
- f) Write a note on uncaught exceptions. [3]
- g) Give examples of event sources. [2]
- h) Write any six AWT classes. [3]
- i) Write the syntax for a full form of HTML APPLET tag. [2]
- j) Discuss about a JTree class. [3]

PART-B

(50 Marks)

- 2.a) Describe for-each version of the for loop with an example code. [5+5]
 - b) What are control statements in Java? Explain. [5+5]
- OR**
- 3.a) What are bitwise operators? Explain with examples. [5+5]
 - b) Discuss about variables and arrays in Java. [5+5]
- 4.a) Give an example that illustrates the object class. [5+5]
 - b) How to create and access a package in Java? Illustrate with an example program. [5+5]
- OR**
- 5.a) Explain about creating multilevel hierarchy with example. [5+5]
 - b) Discuss in detail about access protection with example. [5+5]
- 6.a) Explain various keywords used in Java exception handling mechanism. [5+5]
 - b) What are the built-in annotations? Explain. [5+5]
- OR**
- 7.a) How to create multiple threads in Java? Explain. [5+5]
 - b) Discuss about Enumerations and generics. [5+5]

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- 8.a) What are event listener interfaces? Explain.
b) Explain about setting the paint models.

[5+5]

OR

9. Explain about GridLayout and CardLayout with examples.

[10]

- 10.a) What are the methods defined by an Applet? Explain.
b) Explain about the origins of swings and MVC connection.

[5+5]

OR

- 11.a) Give an example to demonstrate an applet skeleton.
b) Explain about the swing buttons.

[5+5]

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