

**R16**

**Code No: 133BM**

**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD**

**B.Tech II Year I Semester Examinations, November/December - 2017**

**OBJECT ORIENTED PROGRAMMING THROUGH JAVA**

**(Common to CSE, IT)**

**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) Differentiate between print() and println() methods in Java. [2]
- b) What are symbolic constants? Explain with examples. [3]
- c) What are the methods available in the character streams? [2]
- d) What is the significance of the CLASSPATH environment variable in creating/using a package? [3]
- e) What is the difference between error and an exception? [2]
- f) What is synchronization and why is it important? [3]
- g) What is the significance of Legacy class? Give example. [2]
- h) What is the purpose of String Tokenizer class? Explain. [3]
- i) What are the differences between JToggleButton and RadioButton? [2]
- j) What is an adapter class? Explain with an example. [3]

**PART B**

**(50 Marks)**

- 2.a) What is meant by byte code? Briefly explain how Java is platform independent.
- b) Explain the significance of public, protected and private access specifiers in inheritance. [5+5]

**OR**

- 3.a) Explain different parts of a Java program with an appropriate example.
- b) How does polymorphism promote extensibility? Explain with example. [5+5]
- 4.a) Explain the process of defining and creating a package with suitable examples.
- b) Give an example where interface can be used to support multiple inheritance. [5+5]

**OR**

- 5.a) What is the accessibility of a public method or field inside a nonpublic class or interface? Explain.
- b) Describe the process of importing and accessing a package with suitable examples. [5+5]

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6.a) Differentiate between Checked and UnChecked Exceptions with examples.

b) Write a program to create four threads using Runnable interface. [5+5]

7.a) What are the different ways to handle exceptions? Explain.

b) How many ways are possible in java to create multiple threaded programs? Discuss the differences between them. [5+5]

8.a) Differentiate between ArrayList and a Vector? Why ArrayList is faster than Vector? Explain.

b) How an Hashtable can change the iterator? Explain. [5+5]

OR

9.a) Explain the Bit Set and Calander classes in detail.

b) Discuss the differences between HashList and HashMap, Set and List. [5+5]

10.a) List and explain different types of Layout managers with suitable examples.

b) How to move/drag a component placed in Swing Container? Explain. [5+5]

11.a) Discuss about different applet display methods in brief.

b) What are the various components of Swing? Explain. [5+5]

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