

FACULTY OF ENGINEERING

B.E. 2/4 (CSE) II-Semester (Supplementary) Examination, December 2010

OBJECT ORIENTED PROGRAMMING USING JAVA

Time : Three Hours]

[Maximum Mark:

Note :— Answer *all* questions of Part A. Answer *five* questions from Part B.

PART—A (Marks : 25)

1. What is the result of the Java expression (17-0/0-0) ?
2. Suppose a, b are two integer variables, what does the following Java code fragment do ?
 $a = a \wedge b$
 $b = b \wedge a$
 $a = a \wedge b$
3. Which is the base class for all events ?
4. What is the difference between a Component and a Container ?
5. How many catch clauses can a try/catch statement contain ?
6. What is the difference between an Iterator and a List-Iterator ?
7. What is the purpose of any Java.io-class that contains the word Buffer in its name ?
8. What is the difference between start () and run () methods of a thread ?
9. What is the difference between public and default access levels of members of a class ?
10. What is the difference between capacity and size of a vector class ?

PART—B (Marks : 50)

11. (a) Explain the usage of final keyword in different contexts.
 (b) Write a program to implement complex number class with the following methods :
 (i) addition (ii) subtraction (iii) multiplication of two given complex numbers.
12. (a) Is main () a class method or instance method ? Explain your answer.
 (b) Write a Java program to read 'n' numbers from console and print their sum and average.
13. (a) What are different ways of creating a thread ? Give examples.
 (b) What is the difference between a String and String Buffer class ? Explain with examples.

14. (a) Use comparator interface in collecting framework to sort a list of names in ascending order.
(b) Describe the usage of Iterator interface in collecting framework.
15. (a) Write a Java program to print last n lines of a given text file.
(b) What combination of classes can be used to write and read serializable directs to and from a file ? Illustrate with an example.
16. (a) Write a program to display "hello world" in a window using AWT classes. Use adapter classes to handle window events.
(b) What is the difference between paint () and repaint () methods ?
17. Write short notes on :
 - (a) Applet life cycle
 - (b) Interfaces and abstract classes.