FACULTY OF INFORMATICS
B.E. 2/4 (IT) II Semester (Old) Examination, May/June 2012
OOP USING JAVA

Time : 3 Hours]

[Max. Marks : 75

Note : *Answer all Questions of Part A, Answer five Questions from Part B.*

PART – A
25 Marks

1. What is the use of interfaces ?

2

2. Differentiate between method overloading and method overriding.

3

3. What is unchecked exception ? Give an example.

2

4. What is the purpose of finalization method ?

2

5. What is the difference between Enumeration and Iterator ?

3

6. Differentiate between vector and Array list.

3

7. What is the advantage of using buffered I/O streams classes ?

3

8. Define serialization.

2

9. What is a layout manager ? Give examples.

3

10. What is the difference between a paint ( ) and repaint () methods ?

2

PART – B
50 Marks

11. a) Write a java program to create 10x10 laws triangular matrix. In each row you are required to store non-zero elements only.

4

b) What are packages ? How do you create and use packages ? Illustrate with an example.

6

12. a) What is Runnable interface ? How can you use this to create thread ?

6

b) Explain about equals () and compare to () methods.

4

(This paper contains 2 pages)

1

13. a) What is the purpose of string Tokenizer class ? 3

   b) Write a program to convert an array to a collection and back to array. 7

14. a) Write a program to serialize an object. 5

   b) Write a program to print first 10 lines from a text file. 5

15. a) Explain the Event delegation model. 5

   b) Write a program to create a combo box and text box in a frame window. 5

16. a) Implement a money class. This class should initialize a rupee and paise amount with 0 – 99 paise and the paise being the same sign as rupee. The class should include same reasonable constructors. It should also include addition, subtraction and display methods. 5

   b) Explain the life cycle of an applet. 5

17. Write a short notes on the following :

   a) Benefits of 0 – 0 development

   b) Adapter classes

   c) User defined exceptions

500