



Reg. No. :

Name :

**Fifth Semester B.Tech. Degree Examination, November 2013
(2008 Scheme)**

08.506 – OBJECT ORIENTED DESIGN AND JAVA PROGRAMMING (R)

Time: 3 Hours

Max. Marks : 100

PART – A

Answer **all** questions.

(10x4=40 Marks)

1. What are the basic building blocks of UML ?
2. What is the role of sequence diagram ? Illustrate with example.
3. What is the need of modeling in object oriented methodology ?
4. What is the relation between a final object and a final member function of a class ?
5. Why can't a derived class access the private members of its base class ?
6. What is collection interface ? Illustrate its usage.
7. How can you relate an abstract class to data abstractions in JAVA ?
8. What are the fundamental methods used to control the basic operations of an applet ?
9. What are the different states of a thread in its life cycle ?
10. How can a GUI component handle its own events ?

PART – B

Answer **one** question from **each** Module.

Module – I

11. a) Explain the following object oriented methodologies :
 - i) Rumbaugh methodology. 6
 - ii) Booch methodology. 6
- b) Draw the class relationship by specifying inheritance and aggregation for opening and closing of savings and current bank account. 8

OR





12. a) Explain object oriented systems development life cycle. **10**
- b) Draw a UML class diagram and object diagram for any two loop statements in JAVA programming language. **10**

Module – II

13. a) What are the benefits of inheritance ? **5**
- b) What are the different types of polymorphism ? What kind of polymorphism are supported by JAVA ? Write examples also. **15**

OR

14. a) Explain wrappers for primitive data types. **10**
- b) Write a JAVA program to search a particular word in a text. **10**

Module – III

15. a) Write a swing application to display a solid circle that is perfectly inside the outline of a square. **10**
- b) Explain the methods used for inter thread communication. **10**

OR

16. a) Develop a swing application that receives three numeric values as input from the user and displays the largest among them on the screen. **10**
- b) Explain the different steps required for JAVA database connectivity and to access the data from the database. **10**