



Reg. No. :

Name :

Fifth Semester B.Tech. Degree Examination, December 2016
13.506 : OBJECT ORIENTED DESIGN AND
JAVA PROGRAMMING (R)
(2013 Scheme)

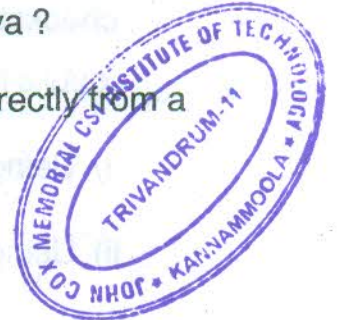
Time : 3 Hours

Max. Marks : 100

PART – A

Answer **all** questions. (5×4=20 Marks)

1. What are the OMT models described by Rumbaugh ?
2. What is a string buffer class and how does it differs from string class ?
3. Why is multiple inheritance using classes a disadvantage in Java ?
4. What is a stream and which class allows you to read objects directly from a stream ?
5. Why are swing components called lightweight component ?



PART – B

Answer **any one** question from **each** Module. (4×20=80 Marks)

Module – I

6. Illustrate and explain the activities involved in Object Oriented Software Development Life Cycle. 20
- OR
7. a) Explain the elements and the notations of UML class diagram in detail. 10
 - b) Draw the use case diagram for ATM machine operation. 10

P.T.O.

**Module – II**

8. a) Given two one dimensional arrays A and B which are sorted in ascending order. Write a Java Program to merge them into a single sorted array, see that it contains every item from array A and B, in ascending order. 10
- b) With an example, describe in detail about how polymorphism plays a useful role in Java. 10

OR

9. a) How overriding differ from overloading ? Write suitable examples. 10
- b) Explain how exception are handled in Java. 10

Module – III

10. Develop a Library interface which has drawbook(), returnbook()(with fine), checkstatus() and reservebook() methods. All the methods are tagged with public in the following ways.

- i) Using drawbook() – get the required book based on title.
- ii) Using checkstatus() – user book returned date details.
- iii) Using withfine() – whether failed to return the book within a time period charge Rs. 5/day.
- iv) Using reservebook() – block or reserve particular book for their account. 20

OR

11. a) Explain I/O Streams with suitable examples. 10
- b) With an example describe in detail about how to work with 2D shapes in Java. 10



Module – IV

12. What is event handling in Java ? Write a Java program to handle a button press and display corresponding message in a frame. 20

OR

13. a) What are available drivers in JDBC ? What does Class.forName() method do ? 8

b) Write sequence of statements to establish database connectivity and execute queries in Java. 12

