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MANIPAL INSTITUTE OF TECHNOLOGY
(Constituent Institute of Manipal University)
MANIPAL-576104

FOURTH SEMESTER B.E. END SEMESTER DEGREE EXAMINATION
24-05-2012

SUBJECT: CSE 208 EVENT DRIVEN PROGRAMMING USING JAVA

Time: 3 Hours Max. Marks: 50

Instructions to Candidates

- Answer any 5 of the following.

1A. Identify unnecessary parentheses, if any, in the following expressions:
i) (x-(y/5)+z)%8)+25
ii) ((x-y)*p)+q
iii) (m*n)+(-x/y)
iv) x/(3*y) -2

1B. With an example, explain labelled continue statement. -2

1C. Explain Java's Automatic Type Conversions. Illustrate with examples. -2

1D. What do you mean by method overriding? Illustrate with an example program. -4

2A. Implement a superclass Person. Make two classes, Student and Instructor, that inherit from Person. A person has a name and a year of birth. A student has a department, and an instructor has a salary. Write the class definitions, the constructors, and the methods toString for all classes. Write a main method that tests these classes and methods. -5

2B. Explain with example the steps required to access the database using JDBC. -5

3A. Explain how a package is created and used with an example program. -4

3B. Create an interface containing one method: int increment (int param). Create two different classes which implement this interface. In one class the parameter is incremented by 1 and in the other class it is incremented by 2. Write a complete program. In main( ) use interface reference to access the implementation. -3

3C. Write a program that creates a thread by implementing the Runnable interface. In the run method, loop the following task 5 times: print the name of the current thread and then sleep for 3 seconds -3

4A. Explain how does the inter-thread communication takes place between two threads. Illustrate with an example -6

4B. Write a java program using a function called area( ), to compute the area of a cuboid (2(length * breadth + breadth * height + height * length)). Read the required inputs from the keyboard and display the area. -4

5A. Explain a JTree component with constructors, events and listeners. How is a tree constructed? -4

5B. Write an applet program which takes three integer values interactively from the user by using 3 textfields and displays the largest value in a label. -4

5C. Explain the setXORMode( ) and setPaintMode( ) methods with example. -2

6A. What is a listener? What are its major requirements? List any five event listener interfaces with their methods. -4

6B. Develop a swing application which contains a main panel with grid layout manager. Add 26 labeled panels (a panel with a label on it), with characters from 'A' to 'Z'. The output of the program execution must be as shown below: -6