

Sixth Semester B.Tech CSE Semester End Examination May/June 2018
Course (Subject): Programming with Java
Course Code: BTCS15F6550

Time: 3 Hours

Max. Marks: 100

Note: Answer ONE FULL question from each unit.

UNIT – I

REVA - LIBRARY

1. a) Differentiate DATA and INFORMATION. 3
- b) Every instruction in a program and every program itself should follow the specific syntax to implement. Explore the statement with suitable examples. 8
- c) Design and develop a Java program to calculate the sum, difference, product, quotient and remainder of two numbers and display the results on a window screen. 8
- d) Summarize the importance of packages. 6

OR

2. a) A user is trying to convert the value of a variable from one type to another. Guide him by explaining all the possible solutions for the above mentioned problem. 7
- b) Design and implement a Java program to demonstrate the String Class and its instance methods. 10
- c) A programmer wants his name to be displayed on the window screen. Develop a Java program to input the user name and display a welcome message by implementing window and DialogBox classes. 8

UNIT – II

3. a) Assume that the programmer wants to initialize the objects automatically when they are created. Help him out by providing the syntax and rules to achieve this, with an example. 9
- b) Demonstrate the Software Development Lifecycle. 8
- c) If a programmer wants his pictures to be displayed on a window. How can achieve this? Guide him with suitable class. 8

OR

4. a) Design and develop a program to demonstrate the use of a SLIDER CLASS to input a temperature in degrees Celsius and convert the value to degree Fahrenheit. 10
- b) A user is worried about, why we call IF-ELSE statement as double-branch selection and selections within selections as nested selections. Justify the statements and demonstrate him by providing syntax, flowchart and suitable example. 10
- c) Which datatype is permitted to have only two values? Describe the same with suitable example program. 5

UNIT – III

5. a) Differentiate while loop and do-while loop. 4

- b) Design and develop a Java Program to simulate rolling a die, with 6 faces which corresponds to 6 different audio clippings. When the die is rolled, scoring image should be displayed and the respective audio clipping should be played. 10
- c) Explain for loop with syntax and example. 6
- d) Help a programmer to store 6 different vegetable names in an array. 5

REVA - LIBRARY

OR

6. a) Is it possible to acquire the characteristics of one class to another class? Defend your answer with suitable example 8
- b) Sometimes, the class can contain only the method declaration, without and body. And these classes can also be used to implement multiple inheritances. What are these classes and explain the same with suitable example. 10
- c) A develop wants his program to keep informing him the events in system, that are happening when a program is running. Which class will you suggest to achieve this? Explain. 7

UNIT - IV

7. a) A programmer has implemented a wrong program, which is throwing multiple errors. Implement a program to demonstrate catching multiple exceptions within the program. 8
- b) Can a programmer create his/her own exception class? Explain. 10
- c) Discuss finally blocks with syntax and suitable example. 7

OR

8. a) A user wants to display some information in a window. Implement an applet to display user's message in the window by considering this message as applet parameter, with specific font style, font size, and background and foreground colors. 10
- b) Within a program there are often separate actions that are more or less independent of each other and could be run as separate sub processes simultaneously within the overall program. Summarize the above process with suitable example. 10
- c) Explain various APPLET Tags 5
