Code: 15A05403 **R15**

B.Tech II Year II Semester (R15) Supplementary Examinations December 2017

OBJECT ORIENTED PROGRAMMING USING JAVA

(Common to CSE & IT)

Time: 3 hours Max. Marks: 70

PART – A

(Compulsory Question)

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1 Answer the following: (10 X 02 = 20 Marks)

(a) Write about four access modifiers in java.
(b) List out various keywords for exception handling.
(c) Give the states that applet will undergo.
(d) List out the different layouts in java.
(e) Why JAVA is called a pure object oriented program?
(f) Differentiate terms mutability and immutability with examples.
(g) What is meant by checked exceptions? Explain with example.
(h) List the 3 constants in thread class for assigning priorities in java.
(i) Write the syntaxes for grid layout constructors.
(j) List various layout managers in JAVA.

PART – B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

2 (a) Explain about string class & methods with example program.
(b) Explain about various kinds of arrays in java.

OR

3 (a) Write a java program to find min & max numbers in a given array.
(b) Explain briefly about java magic code (byte code).

UNIT – II

4 Demonstrate the use of (i) Nested classes. (ii) Inner classes with the help of a suitable program. The example programs should depict the exact use of the above concepts.

OR

5 Demonstrate the following features of JAVA with suitable programs.
(i) Selection statement.
(ii) Finalize ( ) method.
(iii) How objects can be returned?

UNIT – III

6 (a) Write a java program to implement stack ADT using interface.
(b) Define a package. Write down the steps to create a package.

OR

7 Write a java program to demonstrate single & multi level inheritance.

UNIT – IV

8 (a) Explain about multithreading and multi tasking.
(b) Define thread. Explain about thread life cycle.

OR

9 (a) Write a java program that creates a thread by implementing the runnable interface.
(b) Explain about isAlive( ), join( ), sleep( ) methods with example program.

UNIT – V

10 (a) Write a simple applet program that prints "Hello World".
(b) Explain the following methods with an example program:
(i) drawRect( ). (ii) drawLine( ). (iii) drawOval( ).

OR

11 (a) Write a java program by using AWT components.
(b) What is a Button? Explain Button class with its constructors and methods with example.

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PART – A

(Compulsory Question)

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1 Answer the following: (10 X 02 = 20 Marks)

(a) State the reason to claim that java is robust.
(b) Mention the need of wrapper class in java.
(c) What do you mean by garbage collection?
(d) Distinguish between string buffer and string builder classes.
(e) Why java does not support multiple inheritances?
(f) Define thread.
(g) Compare throw and throws.
(h) Write the two differences between applet and applications.
(i) Why do you override paint () method?
(j) Difference between event source and event listeners.

PART – B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

2 Describe the primitive data types supported in java.

OR

3 Write a java program to print first 100 Fibonacci numbers.

UNIT – II

4 How are nested classes differ from Inner classes? Explain in detail.

OR

5 When do we use variable length arguments? Explain with examples.

UNIT – III

6 Write a java program to read input from the user. If the input is –ve number then program should raise a user defined exception.

OR

7 Write a java program to illustrate the implementation of multiple inheritance using interfaces with the given student details.
Base class : Student with data member – roll no
Derived class : Test with data members – m_1, m_2 for 2 subjects
Interface: sports with data members – sports-mark
Find the total mark of a student and print all the details in a neat format.

UNIT – IV

8 Create a applet to display the greeting message to the user "Good Morning" or "Good Evening" based on character pressed 'M' or 'E' respectively.

OR

9 Write a java program that counts number of lines, words, alphabets and special characters in a text file.

UNIT – V

10 What are the predefined layout manager classes in java? Give a brief outline of any one of them with an example.

OR

11 How do you use buttons and check boxes in java? Explain with examples.

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R15

B.Tech II Year II Semester (R15) Regular Examinations May/June 2017

OBJECT ORIENTED PROGRAMMING USING JAVA

(Common to CSE & IT)

Time: 3 hours Max. Marks: 70

PART - A

(Compulsory Question)

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1 Answer the following: (10 X 02 = 20 Marks)

(a) Explain about commands javac, java.
(b) List any four predefined packages in java.
(c) What is multitasking?
(d) Define an event in java.
(e) Demonstrate the use of "?" operator.
(f) Differences between the object oriented program and procedural oriented programming.
(g) Explain about Bitwise operators in java.
(h) Explain the normal flow of a thread with neat diagram.
(i) List out event sources.
(j) Explain parameter passing methods in java.

PART - B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT - I

2 (a) Explain briefly buzzwords of java.
(b) Explain any four object oriented programming features.

OR

3 (a) Explain about arrays in java with an example program.
(b) Write a java program to perform matrix multiplication.

UNIT - II

4 (a) Explain about StringTokenizer class in java with example.
(b) In how many ways a package can be imported. Explain with an example program.

OR

5 (a) What is a constructor? Explain constructor overloading with an example.
(b) What is a method? Explain method overloading with example.

UNIT - III

6 (a) Define a package. Write down the steps to create a package.
(b) Define an interface. Explain about implementing an interface with example.

OR

7 (a) What is an exception? Explain various exception types.
(b) Write a java program using all keywords of exception handling.

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UNIT - IV

8 (a) Write a java program that creates a thread by extending the thread class.

(b) Explain about thread priorities in java with suitable example.

OR

9 (a) Explain about the ways to create an applet with example.

(b) How to pass parameters to an applet? Explain with an example.

UNIT - V

10 (a) List and explain various AWT components in java.

(b) Explain about event delegation model.

OR

11 Explain the following layout managers.

(a) Border layout.

(b) Grid layout.

(c) Flow layout.

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B.Tech II Year II Semester (R15) Regular & Supplementary Examinations May/June 2018

OBJECT ORIENTED PROGRAMMING USING JAVA

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Time: 3 hours Max. Marks: 70

PART – A

(Compulsory Question)

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1 Answer the following: (10 X 02 = 20 Marks)

(a) Why java is called as platform independent language? Explain.
(b) Draw the architecture of JVM.
(c) Write a java program that displays the sum of two numbers. The program should accept input from keyboard.
(d) Compare string class and string buffer class.
(e) How will you access static member of a class?
(f) When is "Arithmetic exception" thrown? Provide an example.
(g) Draw the life cycle of thread.
(h) Create simple code that displays a text field.
(i) List any four AWT controls.
(j) How do you add a file dialog?

PART – B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

2 List and explain various data types in java.

OR

3 Discuss various types of decision making and branching statements with syntax and example for each.

UNIT – II

4 Design a class to represent the student details with the following members roll no, name and mark for 3 subjects. Write a java program to calculate the average marks scored by student.

OR

5 (a) Explain usage of 'this' keyword with suitable example.
(b) What is type conversion and casting? Explain in detail.

UNIT – III

6 Write a java program to create two packages and import one package into another and explain in detail with an example.

OR

7 (a) What is an exception? Explain various exception types.
(b) Write a java program using all keywords of exception handling.

UNIT – IV

8 Summarize the exception handling mechanisms with appropriate examples for each.

OR

9 Design an applet to draw the following four shapes using graphics class:
(i) Circle. (ii) Rectangle. (iii) Line.

UNIT – V

10 Write suitable java programs to illustrate the four layout managers used to arrange the different components.

OR

11 (a) What is AWT class? Write a java program by using AWT components.
(b) Explain about event delegation model.

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