Code No: R1622052 **R16** SET - 1

II B. Tech II Semester Regular Examinations, April - 2018
JAVA PROGRAMMING
(Com to CSE, IT)

Time: 3 hours Max. Marks: 70

Note: 1. Question Paper consists of two parts (**Part-A** and **Part-B)**
2. Answer **ALL** the question in **Part-A**
3. Answer any **FOUR** Questions from **Part-B**

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PART –A

1. a) How to use break and continue statements in java?
   b) Illustrate the importance of this keyword in java.
   c) Differentiate compile time errors and runtime errors in java.
   d) What is assertion? Give example.
   e) List the advantages and disadvantages of applet.
   f) Differentiate GridLayout and GrodBagLayout.

PART –B

2. a) Write about the role of JVM, JAVA API in developing the platform independent java program with suitable example.
   b) What are the two control structures used in java for making decisions? Explain with an example program.

3. a) Can we use constructors with parameters? What kind of parameters can be given? Explain with area of various geometric shapes example.
   b) With an example program explain the concept of classes and nested classes in java.

4. a) Write a program that shows an Employee class which contains various methods for accessing employee's personal information and methods for paying an employee.
   b) Give the syntax of exception handling and also handle exception occurred during the execution of divide by zero

5. a) Write a program to read and write disk file character by character using Reader and Writer classes.
   b) Explain thread synchronization with respect to multithreading. Why is it important?

6. a) Explain the process of event handling through delegation model.
   b) Create an event listener for Action Event.

7. Explain different types Layout managers present in AWT with sample programs.
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PART –A

1. a) Write about the relationship between OOPs, OODesign and OOAnalysis.
   b) Relate objects, classes and methods.
   c) What is the importance of CLASSPATH.
   d) Write about FileInputStream and FileOutputStream.
   e) How applet is different from application? Explain.
   f) What are the types of check boxes present in awt.

PART –B

2. a) Write a java program that inputs an integer, 'n' from the command line and displays the string "1+2+3+…+n=sum" and also compute the sum.
   b) How to implement precedence rules and associativity in java language? Give an example.

3. a) Design a class that represents a bank account and construct the methods to
      i) Assign initial values
      ii) Deposit an amount
      iii) Withdraw amount after checking balance
      iv) Display the name and balance.
   b) Do you need to use static keyword for the above bank account program? Explain.

4. a) Write a program which specify that there are two classes Rectangle and Circle which implements the interface and find the area of rectangle and circle
   b) Demonstrate nested try statements and finally statements.

5. a) How to provide random access to a file through deserialization? Explain.
   b) Write a java program to create multiple threads. And explain the advantages of multithreading.

6. a) Write a java code to create applet and customize it based on input parameters
   b) Write different methods present in Window Listener interface.

7. a) Write a program to design calculator using awt.
   b) Explain various event adopter classes in awt and also give their syntaxes in java.

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PART –A

1. a) What is data abstraction? Differentiate data and procedural abstractions.
   b) Write about multidimensional arrays in java.
   c) Write the similarities and differences between abstract class and interface.
   d) Describe the lifecycle of a thread.
   e) Differentiate local and remote applet.
   f) Write different types of controls supported by awt.

PART –B

2. a) What are the different primitive data types in java? Give their sizes in bits. How they are different from reference data types?
   b) Write a java program to illustrate the increment & decrement operators, shift operators and ternary operator.

3. a) What is the importance of constructor? Write a java program to perform constructor overloading.
   b) Describe the usage of static members and nesting members with suitable example programs in java.

4. a) Write inheritance hierarchy for the super class Quadrilateral, Parallelogram, Square and Rectangle. Calculate area of square, rectangle and parallelogram.
   b) Give the list of mostly used java API packages and also explain adding more classes to a package.

5. a) What do you mean by multithreading? Develop a simple application program to illustrate the use of multithreading.
   b) "Intercommunication between thread is relatively economical than processes" justify this statement.

6. a) Write an applet program that will take an input from the user to calculate the sum of two integers.
   b) Differentiate adopter classes and inner classes with examples.

7. Differentiate the following
   i) TextField and TextArea.
   ii) Menu and MenuItem.
   iii) Checkbox and CheckboxGroup.
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PART –A

1. a) What are the components of JAVA platform? Explain.
   b) Specify the importance of garbage collection.
   c) What is interface? How does it support multiple inheritance in java
   d) Differentiate the operations suspending and stopping a thread.
   e) Write about the attributes of applet tags.
   f) What are the subclasses of Container class?

PART –B

2. a) How to perform type casting in java? Differentiate it from primitive type conversion with an example program.
   b) Write a java program to illustrate the usage of conditional statements and looping statements.

3. a) Discuss declaration, allocation and accessing array elements in java with matrix multiplication example.
   b) Write about command line arguments. Accept the input from keyboard to display Fibonacci series.

4. a) What is method overriding? Illustrate the concepts of method overriding and constructor overriding.
   b) With sample program explain the creation of packages. Accessing a package and hiding classes with packages.

5. a) What is thread scheduling? How to perform this by setting priorities to threads. explain with an example program.
   b) What are the states associated with threads? Write a java program for thread creation.

6. a) Explain various states in the life cycle of an applet. And also give the syntax of each state.
   b) What are the sources of events? How to handle the events in java through event Listeners.

7. a) How do you change the current layout manager for a container?
   b) Write a program in awt to design the registration form.
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