

Code No: RT42024A

R13

Set No. 1

IV B.Tech II Semester Regular/Supplementary Examinations, April/May - 2019

OOPS THROUGH JAVA

(Electrical and Electronics Engineering)

Time: 3 hours

Max. Marks: 70

Question paper consists of Part-A and Part-B

Answer ALL sub questions from Part-A

Answer any THREE questions from Part-B

PART-A (22 Marks)

1. a) What is the need of Object Oriented Programming? [4]
b) Give a note on Type Casting in java. [4]
c) Define a Package. What is its use in java? [4]
d) What are the Advantages of Multithreading? [3]
e) Compare paint() and repaint() functions [4]
f) What are the Containers available in Swing? [3]

PART-B (3x16 = 48 Marks)

2. a) "Java is called Machine Independent language" - Justify this statement with explanation. [8]
b) What are the drawbacks of Procedural Languages? Explain the need of object oriented programming with suitable program. [8]
3. a) Write in detail about Garbage Collection in Java. [8]
b) Write a Java program to Find the Transpose of a given matrix. [8]
4. a) Give an example where interface can be used to support Multiple Inheritance. [8]
b) Write a java program that demonstrates how certain Exception types are not allowed to be thrown. [8]
5. a) Write a program that creates a thread that forces preemptive scheduling for lower priority threads. [8]
b) Describe Java's Thread Model. [8]
6. a) Write an Applet program to enter personal details. [8]
b) Explain about applet life cycle. [8]
7. a) Give an overview of JButton class. [8]
b) Write a Java program to create AWT radio buttons using check box group. [8]

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Set No. 2

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Time: 3 hours

Max. Marks: 70

Question paper consists of Part-A and Part-B

Answer ALL sub questions from Part-A

Answer any THREE questions from Part-B

PART-A (22 Marks)

1. a) What are the features of Java language? [4]
b) Write java program using Ternary operator to find Maximum of three numbers. [4]
c) What is the difference between Error and an Exception? [4]
d) List the Thread states. [3]
e) Differentiate between Application and Applet. [4]
f) Give the subclasses of JButton class. [3]

PART-B (3x16 = 48 Marks)

2. a) What is the role and responsibility of JVM in program execution? Explain. [8]
b) Give the program structure of Java. [8]
3. a) Explain the use of 'this' keyword with a java program. [8]
b) Differentiate between a Class and Object. [8]
4. a) What is an Exception? How is an Exception handled in JAVA? [8]
b) What is Package? How to create Package? Give examples java program. [8]
5. a) How to set Priorities for Threads? Discuss with examples java program. [8]
b) Explain about java.lang.thread package. [8]
6. a) How to pass the parameters to an Applet? Explain with example. [8]
b) Discuss about java.awt.event.ActionEvent class. [8]
7. a) What is the significance of layout managers? Discuss briefly various layout managers. [8]
b) Explain the features of Swings in java. [8]

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Set No. 3

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Time: 3 hours

Max. Marks: 70

Question paper consists of Part-A and Part-B

Answer ALL sub questions from Part-A

Answer any THREE questions from Part-B

PART-A (22 Marks)

1. a) List the applications of Object Oriented Programming. [4]
b) What is meant by Primitive data type? Discuss. [4]
c) What is the use of 'Super' keyword? [4]
d) How to assign Priorities to Threads? [3]
e) What are the different types of controls available in AWT? [4]
f) Why layouts are needed? [3]

PART-B (3x16 = 48 Marks)

2. a) What are the problems with Procedure languages? How object oriented languages overcome the problems of procedural languages? [8]
b) Give a detail note on Java Virtual Machine. [8]
3. a) Demonstrate constructor overloading concept. [8]
b) Write a Java program to find the sum of the squares of the diagonal elements of a square matrix. [8]
4. a) Write a java program that illustrates the application of multiple catch statements. [8]
b) How Packages differ from Interfaces? Explain with a suitable program. [8]
5. a) Differentiate between Multithreading and Multitasking. [8]
b) Explain about java.io.package. [8]
6. a) What is Applet? Discuss about Applet structure. [8]
b) Write a simple applet program to display a string "welcome". [8]
7. a) Design a screen in Java which accepts text in text box. If the left mouse is clicked, convert the text to uppercase and if the right button is clicked, convert it to lower case. [8]
b) Explain about the Components and Containers of AWT. [8]

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Set No. 4

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OOPS THROUGH JAVA

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Time: 3 hours

Max. Marks: 70

Question paper consists of Part-A and Part-B

Answer ALL sub questions from Part-A

Answer any THREE questions from Part-B

PART-A (22 Marks)

1. a) How Object Oriented Programming is different from Procedural concepts? [4]
b) Explain the use of 'for' statement in Java with an example. [4]
c) What happens when there is no suitable try block to handle exception? [4]
d) How does Java support inter Thread Communication? [3]
e) What are the sources for item event? [4]
f) What is the use layout manager? [3]

PART-B (3x16 = 48 Marks)

2. a) Give the characteristics of OOPs in detail. [8]
b) Write the Structure of Java program. [8]
3. a) What is a Constructor? What is its requirement in programming? Explain with program. [8]
b) How to create Objects? Does Java support object destruction? Justify your answer. [8]
4. a) What is an Interface? What are the similarities between Interfaces and Classes? [8]
b) Differentiate between Checked and Unchecked Exceptions with examples. [8]
5. a) Explain the synchronization of Multiple Threads in Java with an example. [8]
b) Differentiate between Thread and Process? How a Thread is created? Discuss. [8]
6. a) Discuss about java.awt.event.ActionEventclass. [8]
b) Write a java program using listeners for handling keyboard events [8]
7. a) Explain about components in swings. [8]
b) What is AWT? List the differences between AWT and swings. [8]