Code No: RT22052 **R13** SET - 1

II B. Tech II Semester Regular Examinations, April/May - 2016
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 **THREE** Questions from **Part-B**

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PART –A

1.	a)	What is the significance of Java's byte code?	(3M)
	b)	List the various ways of 'static' keyword usage.	(4M)
	c)	Differentiate class, abstract class and interface.	(3M)
	d)	How does Java support inter thread communication?	(4M)
	e)	What are the differences between applet and application programs?	(4M)
	f)	Give an overview of JButton class	(4M)

PART –B

2.	a)	What are the drawbacks of procedural languages? Explain the need of object oriented programming with suitable program.	(10M)
	b)	Discuss the lexical issues of Java.	(6M)
3.	a)	Illustrate constructor overloading.	(8M)
	b)	Explain precedence rules and associativity concept	(8M)
4.	a)	With suitable code segments illustrate various uses of 'final' keyword.	(8M)
	b)	How to handle multiple catch blocks for a nested try block? Explain with an example.	(8M)
5.	a)	Describe Java's thread model.	(7M)
	b)	What is a stream? What is the difference between byte streams and character streams? How are they used to capture input from the user?	(9M)
6.	a)	What is the role of event listeners in event handling? List the Java event listeners	(8M)
	b)	Write an applet to display the mouse cursor position in that applet window.	(8M)
7.	a)	Discuss various AWT containers with examples.	(8M)
	b)	Construct an application to explain the use of JTabbedPane.	(8M)

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Code No: RT22052 **R13** SET - 2

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2. Answer **ALL** the question in **Part-A**
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PART –A

1.	a)	Compare inheritance with polymorphism	(4M)
	b)	Write about garbage collection	(3M)
	c)	Give the basic keywords used in exception handling.	(4M)
	d)	List the thread states and give state transition diagram	(4M)
	e)	What is an adapter class? Give any two examples for it.	(3M)
	f)	Differentiate between swing components and AWT components.	(4M)

PART –B

2.	a)	Compare procedural languages with object oriented languages	(8M)
	b)	Explain the important features of Java.	(8M)
3.	a)	List various types of statements and quote suitable examples for each type.	(9M)
	b)	With a program illustrate the use of command line arguments.	(7M)
4.	a)	Explain multilevel inheritance with the help of abstract class in your program.	(8M)
	b)	How to define a user exception in a program? Illustrate with an example.	(8M)
5.	a)	Write a program to implement multi thread programming.	(10M)
	b)	Explain thread synchronization	(6M)
6.	a)	Explain delegation event model in detail.	(8M)
	b)	Write an applet to display a smiley with a greeting message to the user.	(8M)
7.	a)	What is the significance of Layout managers? Discuss briefly various layout managers.	(10M)
	b)	Write a note on split Pane.	(6M)

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Code No: RT22052 **R13** SET - 3

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2. Answer **ALL** the question in **Part-A**
3. Answer any **THREE** Questions from **Part-B**

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PART –A

1. a) List the applications of object oriented programming. (3M)
   b) Illustrate the usage of ‘this’ keyword. (4M)
   c) How to create and use a package in Java program? (4M)
   d) Write about thread suspension and resume (3M)
   e) Compare nested class with inner class. Give examples for each (4M)
   f) Differentiate between grid layout and gridbag layout managers. (4M)

PART –B

2. a) Discuss the principles of object oriented languages in detail. (10M)
   b) What is the role and responsibility of JVM in program execution? (6M)

3. a) What are the primitive data types in Java? Write about type conversions. (8M)
   b) What is a constructor? What is its requirement in programming? Explain with program. (8M)

4. a) Write a program to implement multiple inheritances. (8M)
   b) What is an exception? How are exceptions handled in Java programming? Explain (8M)

5. a) Describe the need of thread synchronization. How is it achieved in Java programming? Explain with a suitable program. (10M)
   b) Differentiate between FileReader and BufferReader. (6M)

6. a) What is an applet? Explain its life cycle. (8M)
   b) Write a program to handle mouse events and mouse motion events. (8M)

7. a) Write a program to create a frame for a simple arithmetic calculator using swing components and layout mangers. (10M)
   b) Compare the features of Applet with JApplet. (6M)

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Code No: RT22052 **R13** SET - 4

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2. Answer **ALL** the question in **Part-A**
3. Answer any **THREE** Questions from **Part-B**

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PART –A

1.	a)	Differentiate between abstraction and information hiding.	(4M)
	b)	What are the naming conventions for Java identifiers?	(4M)
	c)	What is an assertion? What is its use in programming?	(3M)
	d)	Define thread. How is it different from a process?	(3M)
	e)	Give the sources of action event and item event	(4M)
	f)	List the features of Menu component of AWT.	(4M)

PART –B

2.	a)	List and explain Java buzzwords. Which factors are making Java famous language?	(10M)
	b)	Give the program structure of Java.	(6M)
3.	a)	How to create objects? Does Java support object destruction? Justify your answer.	(8M)
	b)	Write a Java program to find the sum of the squares of the diagonal elements of a square matrix.	(8M)
4.		What are the benefits of inheritance? Explain various forms of inheritance with suitable code segments.	(16M)
5.	a)	Explain thread life cycle and thread creation in Java.	(8M)
	b)	Write a program to read user name from console and display some message for that user using streams.	(8M)
6.	a)	Discuss the applet structure and compare it with application structure.	(8M)
	b)	Write a program to handle keyboard events.	(8M)
7.	a)	Construct a frame with necessary components for bus reservation system of an agent.	(10M)
	b)	Write a note on dialog box usage in user interfaces.	(6M)

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