Code: 9A05402

R09

B.Tech II Year II Semester (R09) Supplementary Examinations May/June 2015

OBJECT ORIENTED PROGRAMMING

(Common to CSE, IT & CSS)

Time: 3 hours Max. Marks: 70

Answer any FIVE questions

All questions carry equal marks

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1 (a) What is byte code in Java? Why Java does not support pointers? Explain.
(b) Write a Java program to reverse a given long integer**.**

2 (a) What is an array? Why arrays are easier to use compare to a bunch of related variables?
(b) Write a java program to sort the list of integers.

3 (a) What is method overriding? Write the differences between method overloading and method overriding.
(b) What is abstract class? Explain with an example.

4 (a) How to create sub package to a package?
(b) What is an API? Explain briefly.

5 Explain the concepts of multi threading in java. What are the two methods available in java to implement multi threading?

6 Explain the following layout managers with a simple program:
(a) Border layout manager.
(b) Grid layout manager

7 (a) Discuss about various components in swing.
(b) What are the different types of containers defined in swing?

8 (a) Explain about autoboxing / unboxing for Boolean and character values.
(b) Write about marker annotations.

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Code: 13A05403

R13

B.Tech II Year II Semester (R13) Supplementary Examinations May/June 2017

JAVA PROGRAMMING

(Common to IT & CSE)

Time: 3 hours Max. Marks: 70

PART - A

(Compulsory Question)

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

(a) What is overridden method?
(b) What are the logical operators?
(c) What is operator?
(d) What is function overloading?
(e) Define switch statement.
(f) What is overloading constructor?
(g) Define nested loops.
(h) What are try and catch keywords in java? Explain.
(i) What is synchronization?
(j) What is deadlock?

PART - B

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

UNIT - I

2 (a) Explain object oriented programming.
(b) Explain control statements in java.

OR

3 (a) Explain iteration using multidimensional array in java.
(b) Write a java program for factorial of a given number n using recursion.

UNIT - II

4 (a) Write java program to add methods width, height and length for box class.
(b) Explain implementation of nested interfaces in java.

OR

5 (a) Write a java program subclass contain cube for super class contain width, height and length for inheritance.
(b) Explain multithreading in java.

UNIT - III

6 (a) Explain exceptional handling with an example program.
(b) Explain generic interfaces.

OR

7 (a) Explain reading and writing strings in java with an example program.
(b) Explain reading and writing files in java.

Contd. in page 2

UNIT - IV

8 (a) Explain creation of threads in Java with an example program.

(b) Write thread communication.

OR

9 (a) Explain parameter passing in applets with an example program.

(b) Explain handling mouse events.

UNIT - V

10 (a) Explain java swings different buttons with an example program.

(b) Explain network interfaces.

OR

11 (a) Write java program to create main menu and drawing rectangle.

(b) Explain event handling using swings.

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Code: 13A05403

R13

B.Tech II Year II Semester (R13) Regular & Supplementary Examinations May/June 2016

JAVA PROGRAMMING

(Common to CSE and 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) What is JIT?
(b) Write short note on JDK.
(c) What is type conversion in java?
(d) What is constructor?
(e) What is super keyword?
(f) What is wrapper?
(g) Define multithreaded programming.
(h) List the inetaddress class methods.
(i) Define cookies.
(j) What is socket?

PART - B

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

UNIT - I

2 Explain working of java virtual machine (JVM) also explain how java is architectural neutral.

OR

3 Explain data types in java.

UNIT - II

4 What is inheritance? Explain the different types of inheritance supported by java with example program.

OR

5 Explain the constructor and method overloading in java.

UNIT - III

6 What is exception handling? Explain how exceptions are handled in java programming.

OR

7 Explain the process of reading the contents of a file by using file input stream class in java with suitable program.

UNIT - IV

8 Define multithreading. Explain with an example of an application that needs multithreading.

OR

9 What is TCP? Explain the process of creating TCP connections in client and server side in java programming.

UNIT - V

10 What is swing component? Explain any three components of swing with syntax.

OR

11 How to create a main menu by using swings with suitable program?

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Code: 13A05403 **R13**

B.Tech II Year II Semester (R13) Regular Examinations May/June 2015

JAVA PROGRAMMING

(Common to IT & CSE)

Time: 3 hours Max. Marks: 70

PART – A

(Compulsory question)

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

(a) What is meant by java byte code?
(b) List the variants of string compare functions.
(c) What is an inner class? Give example.
(d) How to apply inheritance to interfaces?
(e) What is an exception?
(f) List the character stream classes.
(g) How to create threads?
(h) What are the mandatory methods for an applet? Why?
(i) List the sources of item event.
(j) Give the hierarchy of swing button classes.

PART – B

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

UNIT – I

2 (a) Write a java program to multiply two matrices.
(b) Write about type casting in Java.

(OR)

3 Explain the key attributes of object oriented programming.

UNIT – II

4 (a) Explain the concept of constructor overloading.
(b) How to pass objects as arguments? Illustrate with an example.

(OR)

5 (a) How to define an interface? What is its role in multiple inheritance?
(b) What is a package? Explain member access privileges.

UNIT – III

6 (a) Discuss ‘throw’ and ‘throws’ keywords for exception handling.
(b) Explain nested try statements with example program.

(OR)

7 (a) How to perform file input & output using character streams?
(b) Write a java program to read a file content and list all the words using string Tokenizer class.

UNIT – IV

8 (a) Describe the thread life cycle.
(b) What is the need of thread synchronization? How java will support thread synchronization?

(OR)

9 (a) What is the importance of InetAddress class in socket programming?
(b) What is the need of repainting in an Applet? Discuss with an example.

UNIT – V

10 (a) Write a program to create form for your semester exam registration using swing components.
(b) Give a note on Grid bag layout.

(OR)

11 Discuss delegation event model for event handling in Java. Explain with a simple program.

*****

Code: 15A05403

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.

Contd. in page 2

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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