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

II B. Tech II Semester Regular/ Supplementary Examinations, April/May - 2019
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)	Justify the validity of the statement "Byte code of Java gives high performance".	(2M)
	b)	What is the need of garbage collection in Java?	(2M)
	c)	What happens when there is no suitable try block to handle exception?	(2M)
	d)	Write the purpose of FileInputStream and FileOutputStream.	(2M)
	e)	How PARAM TAG is helpful in applets?	(3M)
	f)	Write different event sources for AWT.	(3M)

PART -B

2.	a)	Demonstrate precedence rules and associativity with an example Java program.	(7M)
	b)	List and explain Java Buzz words, in detail.	(7M)
3.	a)	How to share the data among the functions with the help of static keyword? Explain the same with an example.	(7M)
	b)	Explain the usage of constructor and types of constructors in Java.	(7M)
4.	a)	What is method overriding? Illustrate the concepts of method overriding with an example. Is constructor overriding is possible in Java?	(7M)
	b)	Write different types of inheritances in Java and give an example for each.	(7M)
5.	a)	Explain multi threading. Write the purpose of isAlive() and join() functions in java. Explain the same with an example.	(7M)
	b)	Write a Java program that reads from the 'text' file using FileReader.	(7M)
6.		Develop an applet program to change the foreground and background colors and to display the message in the order in which the init(), start() and paint() methods are called.	(14M)
7.		Discuss various AWT controls in Java in detail?	(14M)

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Code No: R1622052 **R16** SET - 2

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JAVA PROGRAMMING
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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)	Is Java a secure and robust language? Justify your answer.	(2M)
	b)	Write the purpose of this keyword in Java.	(2M)
	c)	Does java support multiple inheritance? Justify your answer.	(2M)
	d)	List various methods in Thread class.	(2M)
	e)	Write the advantages and disadvantages of applet.	(3M)
	f)	What types of check boxes are present in AWT?	(3M)

PART -B

2.	a)	Discuss various principles of object oriented programming.	(7M)
	b)	Write a java program to illustrate the increment & decrement operators, shift operators and ternary operator.	(7M)
3.	a)	Can we use constructors with parameters? What type of parameters can be passed for this? Explain the same with an example.	(7M)
	b)	Write a Java program to demonstrate garbage collection.	(7M)
4.	a)	Write a Java program to create a package where the program has to access a package and hide classes with packages.	(7M)
	b)	Illustrate the use of 'super' and 'final' key words in java. Write the importance of abstract classes.	(7M)
5.	a)	How can you perform thread scheduling by setting priorities to threads? Explain the same with an example.	(7M)
	b)	Write a Java program to read from file and print file data on the user screen.	(7M)
6.	a)	Discuss various states in the life cycle of an applet in detail.	(7M)
	b)	What is an event? Explain the methods that are available to handle events in Java.	(7M)
7.		Explain about Border Layout? Write a Java program which creates Border Layout and adds two Checkboxes to it?	(14M)

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Code No: R1622052 **R16** SET - 3

II B. Tech II Semester Regular/ Supplementary Examinations, April/May - 2019
JAVA PROGRAMMING
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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)	Why Java is architectural neutral language?	(2M)
	b)	Write the purpose of static keyword in Java.	(2M)
	c)	Write the need of CLASSPATH in Java.	(2M)
	d)	Write various operations to suspend and stop a thread.	(2M)
	e)	Write the difference between applet and application.	(3M)
	f)	What are the different types of controls supported by AWT?	(3M)

PART -B

2.	a)	How to implement type casting in Java? How it is different from primitive type conversion? Explain it with an example.	(7M)
	b)	Explain the architecture of Java Virtual Machine with a neat diagram.	(7M)
3.	a)	Write a Java program to overload a constructor.	(7M)
	b)	Write the importance of command line arguments. Write a Java program which accepts the input from keyboard to display Fibonacci series.	(7M)
4.	a)	List the mostly used java API packages and explain how to add more classes to a package.	(7M)
	b)	Demonstrate nested try and final statements in exceptional handling.	(7M)
5.	a)	Discuss Inter thread communication with examples.	(7M)
	b)	Write the procedure to read from a file using File Reader class.	(7M)
6.	a)	Write the procedure to handle events in Java through event listeners.	(7M)
	b)	Discuss various methods present in Window listener interface.	(7M)
7.		How to create menus and menu bars using AWT? Explain with examples.	(14M)

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Code No: R1622052 **R16** SET - 4

II B. Tech II Semester Regular/ Supplementary Examinations, April/May - 2019
JAVA PROGRAMMING
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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) Define data abstraction. Write the differences between data and procedural abstractions. (2M)
   b) Write the importance of static constructor. (2M)
   c) Write the differences between abstract class and interface. (2M)
   d) Write a java program to create a thread. (2M)
   e) Define adapter class. (3M)
   f) What are the subclasses of container class? (3M)

PART –B

2. a) Discuss various primitive data types in Java in detail. Explain how they are different from reference data types. (7M)
   b) Write the problems associated with procedure languages. Elaborate how object oriented languages overcomes the problems of procedural languages. (7M)

3. a) Elaborate the use of static and nesting members in Java with suitable examples. (7M)
   b) How to assign the values to the variables in the class during the time of creation of an object to that class? Explain with an example. (7M)

4. a) Define an interface. Explain the definition and implementation of interface in java. (7M)
   b) Write the need of exceptional handling. Demonstrate Java program for array index out of bound and divide by zero exception. (7M)

5. a) Write the states associated with threads. Write a Java program to create a thread. (7M)
   b) Explain the purpose of BufferedWriter and BufferedReader classes in Java with an example. (7M)

6. a) Develop a simple banner applet using repaint() method to scroll a message from left to right and across the applets window. (7M)
   b) Write the importance of event delegation model. (7M)

7. a) Write a program in AWT to design a registration form. (7M)
   b) Write a program to design a calculator using AWT. (7M)

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