

R16

Code No: 136FM

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

B. Tech III Year II Semester Examinations, May - 2019

JAVA PROGRAMMING
(Common to CE, EEE, ME, ECE, EIE, MSNT)

Time: 3 hours

Max. Marks: 75

Note: This question paper contains two parts A and B.
Part A is compulsory which carries 25 marks. Answer all questions in Part A. Part B consists of 5 Units. Answer any one full question from each unit. Each question carries 10-marks and may have a, b, c as sub-questions.

PART - A

(25 Marks)

- 1.a) Define polymorphism. [2]
- b) Why is byte code of Java is known as magical code? [3]
- c) What is an inner class? [2]
- d) Differentiate between interface and abstract class. [3]
- e) List checked exceptions of Java. [2]
- f) How to create a thread? [3]
- g) What is a ResultSet? [2]
- h) How is a vector different from an array? [3]
- i) Why swing components are light weight? [2]
- j) Give AWT hierarchy and swing hierarchy. [3]

PART - B

(50 Marks)

2. Make a comparison of procedure oriented programming and object oriented programming. [10]

OR

- 3.a) How does Java support type casting? [5]
- b) Demonstrate the use of 'this' keyword. [5]

4. Describe different forms of inheritance. Write a program to implement multiple inheritance. [10]

OR

- 5.a) What is meant by dynamic binding? Explain dynamic method dispatch. [5]
- b) Describe the need of package creation in Java. [5]

6. What is an exception? What are the benefits of exception handling? Explain the five keywords of Java important for exception handling. [10]

OR

- 7.a) Differentiate between process and thread. [5]
- b) Write a program to solve producer-consumer problem using inter-thread communication. [5]

8. Write a Java program to append second file content to first file, read two file names as command line arguments. [10]

OR

9.a) Describe the four types of database drivers of JDBC. [5+5]
b) Describe the important methods of StringTokenizer class.

10. What is an event? Describe delegation event model and write a program to handle mouse events. [10]

OR

11. Compare applets with application programs. With suitable program segments explain applet life cycle. [10]

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