

Code No.: AI404PC

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**CMR ENGINEERING COLLEGE: : HYDERABAD**

**UGC AUTONOMOUS**

**II-B.TECH-II-Semester End Examinations (Supply) - December- 2025**

**JAVA PROGRAMMING**

**(Common to CSC, CSD, & CSM)**

**[Time: 3 Hours]**

**[Max. Marks: 70]**

**Note:** This question paper contains two parts A and B.

Part A is compulsory which carries 20 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**

**(20 Marks)**

1. a) Define constructor. [2M]
- b) Define Polymorphism. [2M]
- c) Define interface. [2M]
- d) What do you mean by Wrapper classes? [2M]
- e) Define unchecked exceptions. [2M]
- f) List out the ways to create a Thread. [2M]
- g) Define Queue. [2M]
- h) Define hash table with syntax. [2M]
- i) Define Applet. [2M]
- j) List the components of swing. [2M]

**PART-B**

**(50 Marks)**

2. Explain briefly about String class and discuss various methods in String class with an example. [10M]

**OR**

3. Define Inheritance. What are the various types of Inheritance explain with examples? [10M]

4. Discuss in detail about creating and importing packages with an examples. [10M]

**OR**

5. Explain Character Streams with an example. [10M]

6. Differentiate between Checked and Unchecked exceptions with an example. [10M]

**OR**

7. Distinguish between multiprocessing and multithreading. And What is multithreading. Explain the advantages of multithreading? [10M]

8. What are similarities and difference between ArrayList and Vector? Explain. [10M]

**OR**

9. Explain in detail about Comparator interface with an example. [10M]

10. Discuss in detail about Border Layout with an example. [10M]

**OR**

11. Distinguish various differences between Swing and AWT. [10M]

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