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

II B. Tech II Semester Model Question Paper, March - 2018

JAVA PROGRAMMING

(Computer Science Engineering)

Time: 3 hours Max. Marks: 70

Note: 1. Question Paper consists of two parts (**Part-A** and **Part-B)**
2. Answering the question in **Part-A** is compulsory
3. Answer any **FOUR** Questions from **Part-B**

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PART –A

1	a)	Define class and object in java.	[4M]
	b)	Write a java program to create multiple threads	[4M]
	c)	Write a java program using ternary operator to find maximum of three numbers.	[3M]
	d)	List the methods in thread class.	[3M]

PART –B

2		List and explain Java buzzwords. Which factors are making Java famous language.	[14M]
3	a)	Give the naming conventions in Java.	[7M]
	b)	Explain the conditional instructions in detail.	[7M]
4		What are the benefits of inheritance? Explain various forms of inheritance with suitable code segments.	[14M]
5		Explain thread life cycle and thread creation in Java with example.	[14M]
6		What is an applet? Explain its life cycle.	[14M]
7	a)	Discuss various AWT containers with examples.	[7M]
	b)	What is the significance of Layout managers? Discuss briefly various layout managers	[7M]

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

II B. Tech II Semester Model Question Paper, March - 2018

JAVA PROGRAMMING

(Computer Science Engineering)

Time: 3 hours Max. Marks: 70

Note: 1. Question Paper consists of two parts (**Part-A** and **Part-B)**
2. Answering the question in **Part-A** is compulsory
3. Answer any **FOUR** Questions from **Part-B**

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PART –A

1	a)	How java supports multiple inheritance.	[4M]
	b)	Write a java program to create a thread.	[4M]
	c)	Write the table that shows the precedence of operators in java.	[3M]
	d)	List the controls supported by AWT.	[3M]

PART –B

2		Discuss the principles of object oriented languages in detail.	[14M]
3		Illustrate constructor overloading.Give the brief note on operators in java.	[14M]
4		Give a detail note on interfaces and packages in java with examples.	[14M]
5		Discuss about writing console output. Write a java program to implement producer consumer problem.	[7M] [7M]
6		Explain briefly about applet life cycle.	[14M]
7	a)	Write a java program that computes factorial of a number when you enter that number in text field.	[7M]
	b)	Compare the features of Applet with JApplet	[7M]

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

II B. Tech II Semester Model Question Paper, March - 2018

JAVA PROGRAMMING

(Computer Science Engineering)

Time: 3 hours Max. Marks: 70

Note: 1. Question Paper consists of two parts (**Part-A** and **Part-B)**
2. Answering the question in **Part-A** is compulsory
3. Answer any **FOUR** Questions from **Part-B**

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PART –A

1	a)	Draw the thread life cycle..	[4M]
	b)	Write about garbage collection	[4M]
	c)	List the thread states and given state transition diagram.	[3M]
	d)	Differentiate between swing components and AWT components.	[3M]

PART –B

2		Compare the incremental model and the spiral model.	[16M]
3		Describe various prototyping techniques and object oriented analysis and modeling principles.	[16M]
4		What is transform mapping? Explain the process with an illustration. What is its strength and weakness?	[16M]
5		Explain black box testing methods and its advantages and disadvantages.	[16M]
6		Explain in detail about COCOMO model.	[16M]
7	a)	What is software maintenance? How to control maintenance cost?	[8M]
	b)	What is meant by software quality? Give an overview of software quality factor.	[8M]

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

II B. Tech II Semester Model Question Paper, March - 2018

JAVA PROGRAMMING

(Computer Science Engineering)

Time: 3 hours Max. Marks: 70

Note: 1. Question Paper consists of two parts (**Part-A** and **Part-B)**
2. Answering the question in **Part-A** is compulsory
3. Answer any **FOUR** Questions from **Part-B**

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PART –A

1	a)	List the various ways of static keyword usage.	[4M]
	b)	Illustrate the usage of this keyword	[4M]
	c)	Write about thread suspension and resume.	[3M]
	d)	What are the differences between applet and application programs?	[3M]

PART –B

2	a)	Define software. List and explain about the elements of a software process.	[8M]
	b)	With suitable illustration explain SPIRAL model .	[8M]
3		Describe various prototyping techniques and discuss on object oriented analysis and modeling.	[16M]
4		Explain the importance of user interface design in sale of software.	[16M]
5		What are the various testing strategies to software testing? Discuss them briefly.	[16M]
6		Explain the need for software measures and describe various metrics.	[16M]
7	a)	Discuss the concept of software maintenance process.	[8M]
	b)	What is meant by SQA? Discuss in detail SQA activities.	[8M]

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