II B. Tech II Semester Supplementary Examinations, December- 2022
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 (14M)

1. a) Write a JAVA code that displays *"Hello"* before the *main ()* method is executed.   (3M)
    b) Can a class be declared as static? Give example JAVA code.   (2M)
    c) How is the *final* different from *finally* and *finalize()*?   (2M)
    d) Write a JAVA code to implement the concept of threading by extending *Thread* Class.   (2M)
    e) Write a JAVA code that demonstrates the communication between two Applets.   (2M)
    f) Describe the Border Layout Manager with an example JAVA code.   (3M)

PART –B (4X 14M= 56M)

2. a) Define an Object? Explain the life cycle of an object with an example program.   (7M)
    b) Write a JAVA program to swap two values using object reference.   (7M)

3. a) Define constructor and destructor? What are the merits and demerits of constructor and destructor in JAVA? In what way a destructor is different from a delete operator in JAVA?   (7M)
    b) Define Overloading in JAVA? What is the scope rules governing the Method Overloading?   (7M)

4. a) What are the different ways to handle exceptions? Explain with example code.   (7M)
    b) A data member can be declared public, private, or protected. A base class can be inherited via public, private, or protected inheritance. Explain the effects of private and protected inheritance on the access derived class has on the public and protected data members of the base class.   (7M)

5. a) Explain the thread state diagram and thread API.   (7M)
    b) How to get thread priority? Explain with an example JAVA program   (7M)

6. a) Create a local applet and show its life cycle with an example JAVA program.   (7M)
    b) Write an Applet displaying ellipse based on the user inputs and fill the ellipse with the given color.   (7M)

7. a) Describe various classes and methods in their classes from package Abstract　(6M)
Window Tool (AWT).

b) Write a JAVA program to design student registration form using AWT　(8M)
Controls. The form which has the following fields and two buttons *SAVE* (to
save) and *CLEAR* (to clear form fields). Form Fields are *Name*, *Gender*,
Date_of_Birth, *Subject_Studied*, *Address* and *self-description*.