B.Tech II Year II Semester (R13) Supplementary Examinations December/January 2015/2016
JAVA PROGRAMMING
(Common to CSE and IT)

Time: 3 hours

Max. Marks: 70

PART – A
(Compulsory Question)
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1   Answer the following: (10 X 02 = 20 Marks)
   (a)   State any four features of java.
   (b)   What is byte code? Explain why java is called as true object oriented language.
   (c)   Describe general structure of Java class with example.
   (d)   Explain method overloading with Java example.
   (e)   What is four major differences between interface & class?
   (f)   What is exception? How it is handled? Explain with suitable example.
   (g)   What is synchronization? Explain with suitable example.
   (h)   Differentiate between java applet & java application.
   (i)   Explain TCP/IP client socket & TCP/IP server sockets.
   (j)   Discuss Components & containers in swings.

PART – B
(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

2   What is operator? Explain in detail arithmetic operator, bitwise operator, incremental & decrement
     operator with proper example. Write a program to demonstrating increment & decrement operator using
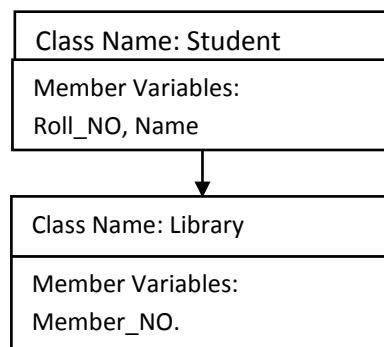   conditional operator.

OR

3   What is array? Discuss one dimensional & two dimensional arrays. Write a program for declaring &
     initializing two dimensional arrays.

UNIT – II

4   What are constructors & parameterized constructors? Explain in detail with example. Write a program
     for constructor to use 'this' keyword.

OR

5   Explain different types of inheritance in detail with example. Write a program to implement following
     inheritance, assume suitable method.

Class Name: Student
Member Variables: Roll_NO, Name

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Class Name: Library
Member Variables: Member_NO.

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UNIT – III

6   Explain the following terms in detail with respect to exception handling: Try, catch, and throw, finally. Write a program using try, catch, and throw, finally statement

OR

7   Explain classification of stream classes. Explain various types of byte stream classes & character stream classes in detail.

UNIT – IV

8   What is thread? Explain in detail about life cycle of thread with diagram. Explain resuming & stopping threads.

OR

9   What is an applet? Explain in detail about applet life cycle with suitable diagram. Write a program to draw circle & rectangle filled with red color.

UNIT – V

10   Explain Jtree & give the sequential steps to use Jtree control of swing, also give syntax of four constructors of Jtree class.

OR

11   Explain the following terms in detail with examples:
     (i) Component.
     (ii) Container.
     (iii) Layout managers.

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