

**JAVA PROGRAMMING**

(Common to IT & CSE)

Time: 3 hours

Max. Marks: 70

**PART - A**

(Compulsory Question)

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- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) What is overridden method?
  - (b) What are the logical operators?
  - (c) What is operator?
  - (d) What is function overloading?
  - (e) Define switch statement.
  - (f) What is overloading constructor?
  - (g) Define nested loops.
  - (h) What are try and catch keywords in java? Explain.
  - (i) What is synchronization?
  - (j) What is deadlock?

**PART - B**

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

**UNIT - I**

- 2 (a) Explain object oriented programming.  
(b) Explain control statements in java.

**OR**

- 3 (a) Explain iteration using multidimensional array in java.  
(b) Write a java program for factorial of a given number n using recursion.

**UNIT - II**

- 4 (a) Write java program to add methods width, height and length for box class.  
(b) Explain implementation of nested interfaces in java.

**OR**

- 5 (a) Write a java program subclass contain cube for super class contain width, height and length for inheritance.  
(b) Explain multithreading in java.

**UNIT - III**

- 6 (a) Explain exceptional handling with an example program.  
(b) Explain generic interfaces.

**OR**

- 7 (a) Explain reading and writing strings in java with an example program.  
(b) Explain reading and writing files in java.

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**UNIT - IV**

- 8 (a) Explain creation of threads in Java with an example program.  
(b) Write thread communication.

**OR**

- 9 (a) Explain parameter passing in applets with an example program.  
(b) Explain handling mouse events.

**UNIT - V**

- 10 (a) Explain java swings different buttons with an example program.  
(b) Explain network interfaces.

**OR**

- 11 (a) Write java program to create main menu and drawing rectangle.  
(b) Explain event handling using swings.

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