Code: 13A05403

B.Tech II Year II Semester (R13) Supplementary Examinations December 2016

JAVA PROGRAMMING

(Common to CSE and IT)

Time: 3 hours Max. Marks: 70

PART - A

(Compulsory Question)

- 1 Answer the following: $(10 \times 02 = 20 \text{ Marks})$
 - (a) What is the role of JVM?
 - (b) Compare and contrast equals () versus = =.
 - (c) Discuss garbage collection.
 - (d) Demonstrate the usage of super keyword.
 - (e) Explain throws clause.
 - (f) Discuss Byte Array Output Stream.
 - (g) Explicate the life cycle of a thread.
 - (h) Why do we need cookies?
 - (i) Discuss components and containers of swings.
 - (j) What are the two swing key features?

PART - B

(Answer all five units, $5 \times 10 = 50 \text{ Marks}$)

UNIT – I

Write a program for matrix multiplication using two dimensional arrays.

OF

- 3 (a) Discuss string constructors.
 - (b) Differentiate between string and string buffer with an apt example, signifying their usage.

UNIT - II

What is the difference between an abstract class and an interface? What is the use of interface? Write a program in java to illustrate the use of an interface.

OR

Define a package. Why do we need packages? Illustrate with suitable example, class member access with respect to packages.

UNIT - III

Describe the java throwable class hierarchy and the types of exceptions. Can you claim multiple exceptions in a method declaration? Illustrate by means of an example.

OR

- 7 (a) What is the difference between the reader and writer classes? Show the stream class hierarchy as defined in java.io.package.
 - (b) Discuss the stream benefits.

[UNIT - IV]

8 Illustrate with an example, the two ways we can synchronize the code when two or more threads are trying to access it.

OR

9 Discuss Applet's life cycle methods. Illustrate with an example passing parameters to applets.

[UNIT - V]

What are swings in java? Write a program in java to illustrate the use of swing controls.

OR

11 Compare and contrast Java AWT and Java Swing. Give a brief synopsis of methods and their description of component class widely used in swings.

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