

B.Tech II Year II Semester (R13) Regular Examinations May/June 2015

**JAVA PROGRAMMING**

(Common to IT &amp; CSE)

Time: 3 hours

Max. Marks: 70

**PART – A**

(Compulsory question)

- 1 Answer the following: (10 X 02 = 20 Marks)
- What is meant by java byte code?
  - List the variants of string compare functions.
  - What is an inner class? Give example.
  - How to apply inheritance to interfaces?
  - What is an exception?
  - List the character stream classes.
  - How to create threads?
  - What are the mandatory methods for an applet? Why?
  - List the sources of item event.
  - Give the hierarchy of swing button classes.

**PART – B**

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

**UNIT – I**

- 2 (a) Write a java program to multiply two matrices.  
(b) Write about type casting in Java.

**(OR)**

- 3 Explain the key attributes of object oriented programming.

**UNIT – II**

- 4 (a) Explain the concept of constructor overloading.  
(b) How to pass objects as arguments? Illustrate with an example.

**(OR)**

- 5 (a) How to define an interface? What is its role in multiple inheritance?  
(b) What is a package? Explain member access privileges.

**UNIT – III**

- 6 (a) Discuss 'throw' and 'throws' keywords for exception handling.  
(b) Explain nested try statements with example program.

**(OR)**

- 7 (a) How to perform file input & output using character streams?  
(b) Write a java program to read a file content and list all the words using string Tokenizer class.

**UNIT – IV**

- 8 (a) Describe the thread life cycle.  
(b) What is the need of thread synchronization? How java will support thread synchronization?

**(OR)**

- 9 (a) What is the importance of InetAddress class in socket programming?  
(b) What is the need of repainting in an Applet? Discuss with an example.

**UNIT – V**

- 10 (a) Write a program to create form for your semester exam registration using swing components.  
(b) Give a note on Grid bag layout.

**(OR)**

- 11 Discuss delegation event model for event handling in Java. Explain with a simple program.

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