R16

Code No: 136FM

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
B. Tech III Year II Semester Examinations, May - 2019
JAVA PROGRAMMING
(Common to CE, EEE, ME, ECE, EIE, MSNT)

Time: 3 hours   **Max. Marks: 75**

Note: This question paper contains two parts A and B.
Part A is compulsory which carries 25 marks. Answer all questions in Part A. Part B consists of 5 Units. Answer any one full question from each unit. Each question carries 10 marks and may have a, b, c as sub questions.

PART - A

(25 Marks)

1.a)	Define polymorphism.	[2]
b)	Why is byte code of Java is known as magical code?	[3]
c)	What is an inner class?	[2]
d)	Differentiate between interface and abstract class.	[3]
e)	List checked exceptions of Java.	[2]
f)	How to create a thread?	[3]
g)	What is a ResultSet?	[2]
h)	How is a vector different from an array?	[3]
i)	Why swing components are light weight?	[2]
j)	Give AWT hierarchy and swing hierarchy.	[3]

PART - B

(50 Marks)

2. Make a comparison of procedure oriented programming and object oriented programming. [10]

OR

3.a) How does Java support type casting?
  b) Demonstrate the use of 'this' keyword. [5+5]

4. Describe different forms of inheritance. Write a program to implement multiple inheritance. [10]

OR

5.a) What is meant by dynamic binding? Explain dynamic method dispatch.
  b) Describe the need of package creation in Java. [5+5]

6. What is an exception? What are the benefits of exception handling? Explain the five keywords of Java important for exception handling. [10]

OR

7.a) Differentiate between process and thread.
  b) Write a program to solve producer-consumer problem using inter-thread communication. [5+5]

8.   Write a Java program to append second file content to first file, read two file names as command line arguments.   [10]

OR

9.a)   Describe the four types of database drivers of JDBC.

  b)   Describe the important methods of StringTokenizer class.   [5+5]

10.   What is an event? Describe delegation event model and write a program to handle mouse events.   [10]

OR

11.   Compare applets with application programs. With suitable program segments explain applet life cycle.   [10]

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