

IV B.Tech I Semester Advance Supplementary Examinations, March– 2023

OOPS THROUGH JAVA

(Electrical and Electronics Engineering)

Time: 3 hours

Max. Marks: 75

*Answer any FIVE Questions
ONE Question from Each unit
All Questions Carry Equal Marks*

UNIT I

- 1 a) List and explain the applications of object oriented programming? [7]
b) What is polymorphism? Differentiate between compile time and runtime polymorphism with the help of complete java program [8]
(OR)
- 2 a) How do java programs maintain platform independency with the help of JVM [7]
b) Discuss the scope and life time of the variable in java. [8]

UNIT II

- 3 a) What is a nested class? Differentiate between nested classes and inner classes. [7]
b) Given are two one dimensional arrays A and B which are sorted in ascending order. Write a program to merge them into a single sorted array C that contains every item from arrays A and B, in ascending order. [8]
(OR)
- 4 a) With a sample java code explain the importance of static keyword? [7]
b) What is a constructor? What is its requirement in programming? Explain with program [8]

UNIT III

- 5 a) What do you mean by exception? How are they handled in Java? Explain try-catchfinally block with an example. [7]
b) Discuss basic in-built packages in java and their uses in application development in brief. Which package is the default package? [8]
(OR)
- 6 a) What are the differences between caught and uncaught exception? Write a program to create user defined exception [7]
b) Discuss the various levels of access protection available for packages and their implications. What is static import? [8]



UNIT IV

7 Explain Multithreading. In how many ways java implements multithreading? [15]

(OR)

8 a) Write a program that generates random integers and stores them in a file named "rand.dat". The program then reads the integers from file and displays on the screen [7]

b) With the help of a suitable figure, describe the life cycle of a thread. [8]

UNIT V

9 a) Explain about the components and containers of AWT. [7]

b) Explain the construct of a simple "Hello world" applet. Also explain how to display an applet using html tags [8]

(OR)

10 a) What is event handling? Discuss different types of event handling classes and event handling interfaces. [7]

b) What is Layout managers? Discuss different types of layout managers used in JAVA [8]

