Code No: R1941022 **R19** | Set No. 1 |

IV B. Tech I Semester Regular Examinations, November – 2022
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)	What is OOP? Give the advantages of OOP.	[7]
	b)	Discuss in detail about type conversion and casting.	[8]

(OR)

2	a)	Explain about history of Java.	[7]
	b)	Write about operator precedence and associativity.	[8]

UNIT-II

3	a)	Discuss in detail about abstract classes with example.	[7]
	b)	Discuss in detail about nested and inner classes with examples.	[8]

(OR)

4	a)	Demonstrate the usage of Static keyword with an example.	[7]
	b)	What are command line arguments? Explain.	[8]

UNIT-III

5	a)	Explain in detail about accessing a package.	[7]
	b)	Write a Java Program for Hybrid Inheritance.	[8]

(OR)

6	a)	What is exception? Discuss how exception handling will be done in Java.	[7]
	b)	Discuss various types of inheritances.	[8]

UNIT-IV

7	a)	Write a Java program to implement multi threading.	[7]
	b)	Write short note on java.io package.	[8]

(OR)

8	a)	Write about Multi Threading in Java.	[7]
	b)	What are the types of IO streams in Java? Explain.	[8]

UNIT-V

9	a)	What are the differences between applets and applications? Explain.	[7]
	b)	Explain the different Layout Managers that AWT supports.	[8]

(OR)

10	a)	State and explain the simple Applet display methods.	[7]
	b)	Discuss about the few methods of Menu and Scrollbar.	[8]

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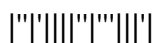
Code No: R1941022 **R19** Set No. 2

IV B. Tech I Semester Regular Examinations, November – 2022
OOPS THROUGH JAVA
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Time: 3 hours   Max. Marks: 75

Answer any FIVE Questions
ONE Question from Each unit
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*****

UNIT-I

1	a)	Explain the difference between procedural programming language and object oriented language.	[7]
	b)	Explain in detail about Java buzzwords.	[8]

(OR)

2	a)	Describe about Control Statements in detail.	[7]
	b)	Explain about relational and logical operators with examples.	[8]

UNIT-II

3	a)	What is an Array? Write a program for one dimensional array.	[7]
	b)	Discuss in detail about garbage collection in java.	[8]

(OR)

4	a)	Define Constructor. Explain default constructor with a program.	[7]
	b)	Demonstrate the usage of this keyword with an example.	[8]

UNIT-III

5	a)	Discuss in detail about nested Interfaces.	[7]
	b)	What is super keyword? Explain with an example.	[8]

(OR)

6	a)	Discuss about try with multiple catch statements.	[7]
	b)	Write java program to implement the single Inheritance.	[8]

UNIT-IV

7	a)	Describe in detail about thread life cycle methods.	[7]
	b)	Write about random access files in detail.	[8]

(OR)

8	a)	Explain about daemon threads.	[7]
	b)	What classes are available in the Java IO File Classes API? Explain.	[8]

UNIT-V

9	a)	Explain about Grid Layout Manager with an example.	[7]
	b)	Write Java code for a simple Banner Applet and explain it.	[8]

(OR)

10	a)	Explain about Life Cycle Methods of Applets.	[7]
	b)	Write a Java Program to display Registration page using AWT package.	[8]

R19

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UNIT-I

1	a)	Explain about Abstraction & Dynamic Binding concepts with a suitable example.	[7]
	b)	Write about the need for OOP.	[8]
		(OR)	
2	a)	Explain about various expressions in java.	[7]
	b)	Illustrate on different data types supported by java.	[8]

UNIT-II

3	a)	Describe the types of Constructors supported in JAVA.	[7]
	b)	Discuss the need for over ridding methods.	[8]
		(OR)	
4	a)	Define class and object. Explain them with suitable examples.	[7]
	b)	What is a member function and data members? Explain briefly.	[8]

UNIT-III

5	a)	What do you mean by multiple inheritance? Is java support multiple inheritance? Justify your answer.	[7]
	b)	Write java program to implement the multilevel Inheritance.	[8]
		(OR)	
6	a)	Discuss in detail about nested Interfaces.	[7]
	b)	Explain any 4 Functions in java.util Package.	[8]

UNIT-IV

7	a)	Describe in detail about thread life cycle methods.	[7]
	b)	Explain any 4 classes of java.io Package.	[8]
		(OR)	
8	a)	Explain the concept of Inter thread Communication in detail?	[7]
	b)	Compare and contrast multithreading and multitasking?	[8]

UNIT-V

9	a)	Discuss about Delegation Event Model.	[7]
	b)	Explain about Flow Layout Manager.	[8]
		(OR)	
10	a)	Explain life cycle methods of an Applet.	[7]
	b)	Write a sample Java program to create Combo boxes and labels.	[8]
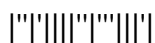
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UNIT-I

1	a)	Write about Principles of Object Oriented Programming.	[7]
	b)	Describe about Branching Statements in detail.	[8]

(OR)

2	a)	What is Operator? Explain different types of operators.	[7]
	b)	Explain about Loop Statements in detail.	[8]

UNIT-II

3	a)	What is Parameterised Constructor? Explain it with a suitable program.	[7]
	b)	Explain in detail about Inner Classes.	[8]

(OR)

4	a)	What is a class and object? Is there any relationship between them? Explain.	[7]
	b)	Discuss the need for over loading methods.	[8]

UNIT-III

5	a)	What do you mean by exception handling? Explain user defined and system defined exceptions in detail.	[7]
	b)	Differentiate between class and interface.	[8]

(OR)

6	a)	What are nested try statements? Explain it with a sample Java program.	[7]
	b)	Describe in detail about benefits of packages with an example.	[8]

UNIT-IV

7	a)	Write a program to read a single character from file using Java File Input Stream.	[7]
	b)	What is inter thread Communication? Explain with a sample Java program.	[8]

(OR)

8	a)	Explain various methods defined in the Thread class.	[7]
	b)	Discuss about the file access modes with an example.	[8]

UNIT-V

9	a)	Explain different types of Event classes.	[7]
	b)	Discuss about AWT Class Hierarchy in brief.	[8]

(OR)

10	a)	Explain the concept of border layout with an example program.	[7]
	b)	Discuss about passing parameters to applets.	[8]