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Fifth Semester B.E. Degree Examination, Dec.2019/Jan.2020 Programming in Java

Time: 3 hrs.

Max. Marks: 100

Note: Answer FIVE full questions, choosing ONE full question from each module.

Module-1

- 1 a. Explain three OOP principles. (07 Marks)
b. Briefly explain any six features of Java. (06 Marks)
c. Define type casting. Explain two types of conversion. (07 Marks)

OR

- 2 a. Explain how arrays are defined in JAVA with an example. (07 Marks)
b. Explain the process of compiling and running Java application with help of "Hello world" program. (06 Marks)
c. Define byte code. How does it help java program to achieve portability? (07 Marks)

Module-2

- 3 a. Explain with example: (i) Labelled continue (ii) >>> (iii) Short circuit AND operator. (06 Marks)
b. Explain bitwise shift and bitwise logical operators. (06 Marks)
c. With code snippets, explain Jump statements in Java. (08 Marks)

OR

- 4 a. Explain syntax of for each loop. Write a program to search key element by using for each loop. (06 Marks)
b. What are operators? Explain any 5 types in detail. (06 Marks)
c. Explain loops in Java. (08 Marks)

Module-3

- 5 a. What is super? Explain use of super with example. (06 Marks)
b. What is a constructor? Explain its types with example. (07 Marks)
c. List and explain access specifiers in JAVA and their scope. (07 Marks)

OR

- 6 a. With example, explain finalize () method. (06 Marks)
b. What is inheritance? Explain types of inheritance. (07 Marks)
c. Explain dynamic method dispatch in JAVA. (07 Marks)

Module-4

- 7 a. What is an exception? Write the syntax of try and catch block to handle multiple exception. (07 Marks)
b. Explain throw and throws keyword. (06 Marks)
c. Explain different types of exception. (07 Marks)

Important Note : 1. On completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages.
2. Any revealing of identification, appeal to evaluator and/or equations written eg, 42+8 = 50, will be treated as malpractice.

OR

- 8 a. Write a note on nested try statements. (07 Marks)
b. Briefly explain Java's Built in exception. (06 Marks)
c. What are packages in Java? Explain. (07 Marks)

Module-5

- 9 a. What is an applet? With a skeleton code explain methods that constitute life cycle of applet. (07 Marks)
b. List drawbacks of AWT. Explain two swing features. (07 Marks)
c. Explain briefly swing buttons with code snippets. (06 Marks)

OR

- 10 a. Explain components and containers in swings. (07 Marks)
b. Explain different string operations in Java. (07 Marks)
c. Write a program in Java to search a key string. (06 Marks)
