

B.Tech II Year II Semester (R15) Regular & Supplementary Examinations May/June 2018

OBJECT ORIENTED PROGRAMMING USING JAVA

(Common to CSE & IT)

Time: 3 hours

Max. Marks: 70

PART – A

(Compulsory Question)

- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) Why java is called as platform independent language? Explain.
 - (b) Draw the architecture of JVM.
 - (c) Write a java program that displays the sum of two numbers. The program should accept input from keyboard.
 - (d) Compare string class and string buffer class.
 - (e) How will you access static member of a class?
 - (f) When is "Arithmetic exception" thrown? Provide an example.
 - (g) Draw the life cycle of thread.
 - (h) Create simple code that displays a text field.
 - (i) List any four AWT controls.
 - (j) How do you add a file dialog?

PART – B

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

UNIT – I

- 2 List and explain various data types in java.
- OR**
- 3 Discuss various types of decision making and branching statements with syntax and example for each.

UNIT – II

- 4 Design a class to represent the student details with the following members roll no, name and mark for 3 subjects. Write a java program to calculate the average marks scored by student.
- OR**
- 5 (a) Explain usage of 'this' keyword with suitable example.
(b) What is type conversion and casting? Explain in detail.

UNIT – III

- 6 Write a java program to create two packages and import one package into another and explain in detail with an example.
- OR**
- 7 (a) What is an exception? Explain various exception types.
(b) Write a java program using all keywords of exception handling.

UNIT – IV

- 8 Summarize the exception handling mechanisms with appropriate examples for each.
- OR**
- 9 Design an applet to draw the following four shapes using graphics class:
(i) Circle. (ii) Rectangle. (iii) Line.

UNIT – V

- 10 Write suitable java programs to illustrate the four layout managers used to arrange the different components.
- OR**
- 11 (a) What is AWT class? Write a java program by using AWT components.
(b) Explain about event delegation model.
