13/2

CMR ENGINEERING COLLEGE: : HYDERABAD
UGC AUTONOMOUS
II–B.TECH–I–Semester End Examinations (Regular) - February- 2024
OBJECT ORIENTED PROGRAMMING THROUGH JAVA
(Common for CSE, IT, CSC, CSD, CSM)

[Time: 3 Hours]   [Max. Marks: 60]

Note: This question paper contains two parts A and B.

Part A is compulsory which carries 10 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   (20 Marks)

1. a)	Why Java is platform independent language?	[1M]
b)	What is the use of this keyword?	[1M]
c)	Distinguish between class and interface in java.	[1M]
d)	What is a package? Write the syntax to define a "package".	[1M]
e)	Define exception.	[1M]
f)	What are the run time errors and logical errors in Java? Give examples.	[1M]
g)	Define adapter class.	[1M]
h)	Give the AWT hierarchy.	[1M]
i)	What are the applet security issues?	[1M]
j)	Write the difference between applet and application.	[1M]

PART-B   (50 Marks)

2.	a) Explain about various buzzwords in java in detail.	[5M]
	b) Discuss about various data types available in java.	[5M]
	OR	
3.	Illustrate method overriding with an example.	[10M]
4.	Describe the process of creating and accessing a package with suitable examples.	[10M]
	OR	
5.	How can we add a class to a package? Write about relative and absolute paths.	[10M]
6. a)	What is an Exception? How is an Exception handled in JAVA?	[5M]
b)	Write a java program that illustrates the application of multiple catch statements.	[5M]
	OR	
7.	Write a program to create three threads and Explain inter-thread communication among these threads.	[10M]
8.	Discuss delegation event model for event handling in Java with a simple program.	[10M]
	OR	
9.	List and discuss about various layout managers with suitable examples.	[10M]
10. a)	Write the step wise procedure to create and run an applet.	[5M]
b)	How to move/drag a component placed in Swing Container? Explain.	[5M]
	OR	
11.	Create a stand- alone AWT based application which creates a frame window that responds to mouse clicks and key strokes.	[10M]

****