Code No:	P21CS	T01					
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PACE INSTITUTE OF TECHNOLOGY & SCIENCES::ONGOLE (AUTONOMOUS)

II B.TECH I SEMESTER END REGULAR EXAMINATIONS, JAN - 2023 JAVA PROGRAMMING (CSE BRANCH)

Time: 3 hours Max. Marks: 70

		Answer all the questions from each UNIT (5X14=70M)					
Q.N	No.	Questions	Marks	CO	KL		
		UNIT-I			•		
1.	a)	Explain the benefits and applications of Object Oriented Programming	[7M]	1	2		
	b)	Write a java program that inputs an integer, 'n' from the command line and	[7M]	1	3		
		displays the string "1+2+3++n=sum"					
		OR					
2.	a)	Discuss various primitive data types in Java in detail. Explain how they are different from reference data types.	[7M]	1	2		
	b)	Write a java program to illustrate the usage of conditional statements and	[7M]	1	3		
		looping statements					
UNIT-II							
3.	a)	Explain the use of 'this' and 'super' keyword with an example.	[7M]	2	3		
	b)	Describe the usage of static members and nesting members with suitable example program	[7M]	2	3		
		OR					
4.		What is method overriding? Illustrate the concepts of method overriding and constructor overriding. Explain with sample code	[14M]	2	3		
		UNIT-III					
5.	a)	Write the need of exceptional handling. Demonstrate Java program for array index out of bound and divide by zero exception.	[7M]	3	3		
	b)	Explain the following with sample code (i) throw (ii) throws (iii) finally	[7M]	3	3		
OR							
6.	a)	Explain the FileReader and FileWriter with example	[7M]	3	3		
	b)	Write a Java program to read from file and print file data on the user screen	[7M]	3	3		
UNIT-IV							
7.	a)	Explain multi threading. Write the purpose of isAlive() and join() functions in java. Explain the same with an example	[7M]	4	3		
	b)	Write a java program to create multiple threads. And explain the advantages of multithreading	[7M]	4	3		
OR							
8.	a)	Explain the Applet Life Cycle with neat sketch	[7M]	4	2		
	b)	Develop a simple banner applet using repaint() method to scroll a message	[7M]	4	3		
		from left to right and across the applets window UNIT-V					
9.	a)	What are the sources of events? How to handle the events in java	[7M]	5	3		
J .	(a)	through event Listeners	[/1 v1]	5	,		
	b)	Explain the following with sample code (i) Event Sources (ii) Event	[7M]	5	2		
		Listeners					
OR							
10.		How to create menus and menu bars using AWT? Explain with examples	[14M]	5	2		

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