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MLR15

Code No: A10016

MLR INSTITUTE OF TECHNOLOGY

(Autonomous Institute)

II B. Tech I Sem Supplementary Examinations, January-2017

JAVA PROGRAMMING

(IT)

- Note: 1. This question paper contains two parts A and B.
2. Part A is compulsory which carries 25 marks. Answer all Questions in part A.
3. 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

1. a) List the various iteration statements. Give example for any one statement. [2M]
b) Define method overloading. [2M]
c) How is try and catch block used to handle an exception? [2M]
d) Explain handling events in a frame window. [2M]
e) How is a Swing applet created? [2M]
2. a) Depict a program to demonstrate usage of String class. [3M]
b) With an example explain final class. [3M]
c) Summarize on creation of a thread. [3M]
d) Provide an overview on Event listeners. [3M]
e) Write code snippet to explain the functionality of JButton class. [3M]

PART - B

3. a) Explain in the data types available in java. [5M]
b) Develop a program to demonstrate bitwise logical operators. [5M]

OR

4. a) With an example describe parameterized constructors. [5M]
b) Devise a program to implement stack operations using arrays. [5M]
5. a) Describe multilevel hierarchy with an example. [5M]
b) Explain ByteStream class? Write a program to create FileInputStream class and use the methods available() and skip(). [5M]

OR

6. a) What are abstract classes and methods? Create a class which implements an abstract method. [5M]
b) Define package. Write a program to show how packages are imported. [5M]

7. a) Elucidate on the execution of nested try statements with an example. [5M]
b) Describe Java Thread Life Cycle. [5M]

OR

8. a) Elaborate the purpose of finally clause with an example. [5M]
b) Discuss Interthread Communication with an example. [5M]

9. a) Implement a program to handle Lists using AWT controls. [5M]
b) Comprehend on Handling MouseEvents with an example. [5M]
- OR**
10. a) Illustrate the types of Layout Managers with explanation. [5M]
b) How do we add and remove components to a container using ContainerListener interface? Depict with an example. [5M]
11. a) Explain the life cycle of the Applet. [5M]
b) Implement a program to display an applet with a message. [5M]
- OR**
12. Summarize with examples the implementation of
(i) JCheckBox (ii) JTextField [10M]