6E6094

Roll No.

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6E 6094

CS,IT

B.Tech. VI Semester (Old Back) Examination, May-June 2015 Computer Science & Engineering 6CS4(O) Programming In Java

Time: 3 Hours

Maximum Marks: 80

Min. Passing Marks: 24

Instructions to Candidates:

Attempt any five questions, selecting one question from each unit. All questions carry equal marks. (Schematic diagrams must be shown wherever necessary. Any data you feel missing suitably be assumed and stated clearly. Units of quantities used/calculated must be stated clearly

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Unit-I

- 1. a) What do you mean by object oriented programming? What are its principles? Explain the features of JAVA that are supported by oops principles? (10)
 - b) Explain how type casting and type conversion is implemented in JAVA. (6)

OR

- 1. a) Explain the following operators in JAVA.
 - i) Bit wise operator
 - ii) Boolean operator
 - iii) Relational operators
 - iv) Arithmetic operators.

 (2×4)

- b) Describe the followings:
 - i) JAVA byte code rtuonline.com
 - ii) JAVA virtual machine

 (2×4)

Unit-II

2.	a)	Describe the following selection statements in JAVA - (using an ex	
		i) If-else-if ladder rtuonline.c	om
		ii) Switch statement	(2×4)
	b)	What is single and multilevel inheritance example	e in JAVA. Explain using a suitable (8)
		OR	
2.	a)	How objects are used as parameters in JAVA. Explain using an appropriate example. (8)	
	b)	Describe the overloading and overriding	g methods in Java. (8)
		rtuonline.com Unit-III	•
3.	a)	What is a packages? How it is defined in JAVA. How does the JAVA run time system know where to look package that you create? (8)	
	b)	How interfaces are implemented in JAV	A. (8)
		OR	
3.	a)	What are the various operations defined on strings' In JAVA. (8)	
	b)	Explain string buffer class in Java using	an appropriate example. (8)
		Unit-IV	
4.		Explain the following statements: rt	uonline.com
	i)	Try	
	ii)	Catch	
	iii)	Throw	
	iv)	Finally	(4×4)
		OR	
4.	Exp are	e performed on file in JAVA. Give an example that shows all the operations that (16)	

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rtuonline.com Unit-V

5. What is a thread? How it is different from a process? How thread is defined in JAVA? Explain thread synchronization and thread join in JAVA using suitable examples.

(2+2+2+5+5)

OR

5. What are applets in JAVA. List the advantages of using applets. Describe the paint method using an example. (4+4+8)

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