III B. TECH I SEMESTER REGULAR EXAMINATIONS, FEB - 2022 OOPS THROUGH JAVA

(Electronics and Communication Engineering)

Time: 3 Hours

Max. Marks: 60

Note: Answer ONE question from each unit (5 × 12 = 60 Marks)

UNIT-I

- a) What are the shortcomings of procedure-oriented programming? [6M] Explain how does object oriented programming overcome these shortcomings.
 - b) Explain briefly about the features (buzzwords) of java. [6M]

(OR)

- 2. a) Write an abstract class called Shape consists of area and [6M] perimeter methods. Define subclasses named Circle, Triangle, and Rectangle to Shape class. Define a subclass Square to Rectangle. Write a test program that create an object of Circle, Triangle, Rectangle and Square and print the corresponding area and perimeters of the objects?
 - b) What is Array? Explain the concept of declaration of array [6M] variables, creation of arrays, and process arrays using indexed variables.

UNIT-II

- 3. a) What type of inheritance is not there in java? How it is [6M] compensated? Explain with an example.
 - b) Write a program to calculate student grade using inheritance [6M] concepts.

(OR)

- 4. a) What are the uses of Packages? How to import packages? Write [6M] a program to find *ncr* value by calling factorial function which is located in another package class.
 - b) Write a java package to define class shape. The class rectangle [6M] and triangle extend the shape class to find area. Write a program to access all the classes of a package.

UNIT-III

- 5. a) What is exception handling? Draw the hierarchy of java [6M] Exception classes.
 - b) Explain the different I/O streams used in java. [6M]

R19

- 6. a) Write a java program that demonstrates how exception handling [6M] is performed in java.
 - b) What is the advantage of random access file? Discuss random [6M] access file operations in java.

UNIT-IV

- 7. a) What is multithreading? Describe how multithreading can be [6M] achieved in java with an example.
 - b) Write a java program to display 1 to 100 for every 5 seconds in [6M] the main thread and child thread has to display A to Z for every 10 seconds. The main thread has to wait until child thread complete its task.

(OR)

- 8. a) Explain with an example how java performs thread [6M] synchronization.
 - b) Describe how to implement runnable interface for creating and [6M] starting threads.

UNIT-V

- 9. a) Explain any three Swing Components. [6M]
 - b) Develop a java program to create a table using JTable with [6M] column heading RegNo, Name, Semester and insert at least five records in the table and display.

(OR)

- 10. a) How to handle events? Discuss the relationship between event [6M] sources and listeners.
 - b) What are the different AWT components available in java? [6M] Explain in detail.

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R19