

Code No: **R17A0552****MALLA REDDY COLLEGE OF ENGINEERING & TECHNOLOGY**

(Autonomous Institution – UGC, Govt. of India)

**III B.Tech I Semester Supplementary Examinations, April 2023****Introduction to Java Programming**

(ME &amp; ECE)

<b>Roll No</b>									
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**Time: 3 hours****Max. Marks: 70**

**Note:** This question paper Consists of 5 Sections. Answer **FIVE** Questions, Choosing ONE Question from each SECTION and each Question carries 14 marks.

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**SECTION-I**

1    **A**    Write a program to implement the Fibonacci series using for loop control structure [7M]

**B**    How Java is different from C++ ? Explain. [7M]

OR

2    **A**    Write a program to demonstrate the following [7M]

      i) to convert lower case string to upper case.

      ii) to compare two strings

**B**    Give details Java garbage collection mechanism in detail [7M]

**SECTION-II**

3    **A**    Write a program to implement single level inheritance assuming suitable data [7M]

**B**    In what way packages are used in java and mention the creation steps of packages [7M]

OR

4    **A**    Explain the steps in creating a thread using runnable interface. [7M]

**B**    Write a program in Java to demonstrate method overriding [7M]

**SECTION-III**

5    **A**    Describe Multithreading. Demonstrate with the help of example that how we set priorities in threads. [14M]

OR

6    **A**    What is exception handling? How multiple exceptions are caught in a single program? WAP to demonstrate the use of custom exception. [14M]

**SECTION-IV**

7    **A**    Differentiate between Java Application and Java Applet [7M]

**B**    Examine the features event handling and how do we Handling mouse Events [7M]

OR

8    **A**    Write a program to read from a text file using stream classes. [7M]

**B**    How do we pass parameters to applets in Java? Demonstrate with example [7M]

**SECTION-V**

9    **A**    Discuss the concept of container, panel in GUI Programming with Java [4M]

**B**    What is difference between Swing and AWT in Java? [10M]

OR

10   **A**    Discuss the concept of window, frame in GUI Programming with Java [2M]

**B**    Explain about different layout managers in AWT [12M]

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