

Code No: R22A0507

MALLA REDDY COLLEGE OF ENGINEERING & TECHNOLOGY

(Autonomous Institution – UGC, Govt. of India)

II B.Tech II Semester Regular Examinations, June 2024**Object Oriented Programming through Java****(CSE,IT,CS&IT,CSE-CS,CSE-AIML,CSE-DS,CSE-IOT & B.Tech-AIML)**

Roll No									

Time: 3 hours**Max. Marks: 60****Note:** This question paper contains two parts A and B

Part A is compulsory which carries 10 marks and Answer all questions.

Part B Consists of 5 SECTIONS (One SECTION for each UNIT). Answer **FIVE** Questions, Choosing ONE Question from each SECTION and each Question carries 10 marks.

		<u>PART-A (10 Marks)</u>	BCLL	CO(s)	Marks
		<u>(Write all answers of this part at one place)</u>			
1	A	Define type conversion.	L1	CO-I	[1M]
	B	What is the data type in Java?	L1	CO-I	[1M]
	C	What is multiple inheritance?	L1	CO-II	[1M]
	D	Define a package in Java.	L1	CO-II	[1M]
	E	Define an exception in Java.	L1	CO-III	[1M]
	F	What is the benefit of threads?	L2	CO-III	[1M]
	G	Write an example of try, catch in Java.	L1	CO-IV	[1M]
	H	List different JDBC drivers.	L1	CO-IV	[1M]
	I	What is a layout manager?	L1	CO-V	[1M]
	J	Define event in JAVA.	L1	CO-V	[1M]
		<u>PART-B (50 Marks)</u>			
		<u>SECTION-I</u>			
2		Discuss Java buzzwords in detail.	L2	CO-I	[10M]
		OR			
3	A	What is this reference? Write a Java program to demonstrate the use of this reference.	L3	CO-I	[5M]
	B	Explain any five methods of string class with suitable examples.	L2	CO-I	[5M]
		<u>SECTION-II</u>			
4	A	Discuss different types of inheritance in object-oriented programming.	L2	CO-II	[6M]
	B	Develop a Java program to implement method overriding.	L3	CO-II	[4M]
		OR			
5	A	Compare and contrast an abstract class and an interface.	L2	CO-II	[5M]
	B	Write steps to create and import a user-defined package with an example.	L2	CO-II	[5M]
		<u>SECTION-III</u>			
6	A	Discuss the hierarchy of exceptions in Java in detail.	L2	CO-III	[5M]
	B	Explain try and catch blocks with a suitable example	L2	CO-III	[5M]

program.

OR

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|----------|---|-----------|---------------|-------------|
| 7 | A Explain life thread cycle. | L4 | CO-III | [5M] |
| | B Write a Java program to create threads. | L3 | CO-III | [5M] |

SECTION-IV

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|----------|---|-----------|--------------|-------------|
| 8 | A Write a Java program to demonstrate the Vector class. | L3 | CO-IV | [5M] |
| | B Discuss the differences between byte streams and character streams in Java I/O. | L2 | CO-IV | [5M] |

OR

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| 9 | A Explain the types of JDBC drivers. | L2 | CO-IV | [3M] |
| | B Develop a Java program the implementation of insert and update operations using JDBC. | L3 | CO-IV | [7M] |

SECTION-V

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| 10 | A What is the swings framework? Explain the motivation behind the development of Swing and how it addresses the limitations of AWT. | L2 | CO-V | [4M] |
| | B Discuss JButton, JText and JTextArea swing components in detail. | L2 | CO-V | [6M] |

OR

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| 11 | Explain about mouse and key events with example program. | L3 | CO-V | [10M] |
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