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Question Paper Code: 41423

B.E. / B.Tech. DEGREE EXAMINATION, MAY 2017

Fourth Semester

Computer Science and Engineering

14UCS403 - JAVA PROGRAMMING

(Common to Information Technology)

(Regulation 2014)

Duration: Three hours

Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 1 = 10 Marks)

1. Characteristic of an object includes
 - (a) State
 - (b) Identity
 - (c) Behavior
 - (d) All the above
2. The return data type of the function indexOf () is
 - (a) Boolean
 - (b) String
 - (c) Integer
 - (d) Char
3. Which of the following may be part of a class definition?
 - (a) instance variables
 - (b) instance methods
 - (c) constructors
 - (d) all the above
4. Java does not support _____ inheritance
 - (a) Multiple
 - (b) Multilevel
 - (c) Hierarchy
 - (d) Simple
5. All exception types are subclasses of the built in class called
 - (a) Exception
 - (b) Throwable
 - (c) Package
 - (d) Utility classes

6. The following one is wrong with the concept of thread
- (a) Defines a separate path of execution
 - (b) Smallest unit of dispatchable code
 - (c) Require their own separate address space
 - (d) Inexpensive and low cost for context switching
7. Event class is defined in which of these libraries
- (a) java.io
 - (b) java.lang
 - (c) java.net
 - (d) java.util
8. AWT means
- (i) Abstract window toolkit
 - (ii) Applet window toolkit
 - (iii) Application window toolkit
- (a) (i) only
 - (b) (ii) only
 - (c) (iii) only
 - (d) none
9. Which of these is a method of ObjectOutputStream interface used to finalize the output state so that any buffers are cleared?
- (a) clear()
 - (b) flush()
 - (c) fflush()
 - (d) close()
10. ObjectInputStream does not have the method like
- (a) void close ()
 - (b) byte read Byte ()
 - (c) int read ()
 - (d) void flush ()

PART - B (5 x 2 = 10 Marks)

11. Enumerate two situations in which static methods are used.
12. Differentiate between class and object.
13. Define multithreaded programming.
14. What is AWT?
15. What does the Serializable interface do?

PART - C (5 x 16 = 80 Marks)

16. (a) Elaborate on the various object oriented concepts, with necessary illustrations. (16)

Or

(b) How objects are constructed? Explain constructor overloading with an example. (16)

17. (a) What is dynamic binding? Show with an example how dynamic binding works. (16)

Or

(b) Define Package. With suitable examples, explain how packages can be created, imported and used. (16)

18. (a) Explain thread synchronization with examples. (16)

Or

(b) How are exceptions handled in Java? Elaborate with suitable examples. (16)

19. (a) Write a program to create a frame with the following menus, such that the corresponding geometric object is created when a menu is clicked.

(i) Circle

(ii) Rectangle

(iii) Line (16)

Or

(b) Write a program to simulate the layout and working of a calculator. Write a program for calculator using grid layout. (16)

20. (a) Discuss Java database connectivity. Explain JDBC connectivity with suitable examples. (16)

Or

(b) Explain the Char array reader and Char array writer with suitable examples. (16)

