Reg. No. :

Question Paper Code: 31423

B.E. / B.Tech. DEGREE EXAMINATION, MAY 2016

Fourth Semester

Computer Science and Engineering

01UCS403 – JAVA PROGRAMMING

(Common to Information Technology)

(Regulation 2013)

Duration: Three hours   Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 2 = 20 Marks)

1. Define byte code.

2. What are class and object?

3. What is static keyword?

4. What is the usage of interface?

5. Differentiate error and exception.

6. What are multithreaded programming?

7. Define AWT.

8. What are events?

9. Define deserialization.

10. Name few output streams used in java

PART - B (5 x 16 = 80 Marks)

11. (a) (i) Explain various features of Java programming.   (8)

    (ii) Write a java program for usage of class and object.   (8)

(b) Describe in detail different types of constructor with examples. (16)

12. (a) (i) Write a Java program for finding factorial of a number using abstract class. (8)

(ii) Describe inner classes with examples. (8)

Or

(b) (i) Explain multilevel inheritance with a neat program. (8)

(ii) Describe how method overriding concept is implemented in Java. (8)

13. (a) (i) Explain with examples how run time exceptions are handled in java. (8)

(ii) Describe briefly about thread synchronization. (8)

Or

(b) (i) Explain in detail about thread life cycle. (8)

(ii) Write a java program for handling arithmetic exception. (8)

14. (a) (i) Explain about action event handling mechanism in java with example. (8)

(ii) Write a java program for creating registration form using AWT. (8)

Or

(b) (i) Describe in detail about Mouse event class. (8)

(ii) Illustrate the uses of graphics programming? (8)

15. (a) (i) Explain in detail about object serialization. (8)

(ii) Describe about byte oriented input streams. (8)

Or

(b) Describe in detail about JDBC architecture. (16)

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