

Reg. No. :

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

**Question Paper Code : 91352**

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2014.

Fifth Semester

Computer Science and Engineering

CS 2305/CS 55/10144 CS 506 — PROGRAMMING PARADIGMS/PROGRAMMING  
PARADIGMS WITH JAVA

(Regulation 2008/2010)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. List the access specifiers used in JAVA.
2. What is meant by JAVA package?
3. Define reflection.
4. What is meant by abstract class?
5. What is event programming?
6. What is meant by adaptor class?
7. Mention the some of the serious exceptions occurred in generic programming.
8. Define the term : Assertions.
9. Write the properties of a Thread.
10. What is Multi-Threaded programming?

PART B — (5 × 16 = 80 marks)

11. (a) What is meant by Constructors? Describe the types of constructors supported by JAVA with example.

Or

- (b) Write a note on Destructors. Develop a simple JAVA program to sort the given numbers in increasing order.

12. (a) What do you mean by polymorphism? Discuss the types of polymorphism with suitable examples.

Or

- (b) Explain the concept of object cloning and inner classes with example.

13. (a) Elaborately discuss the components of graphics programming. Illustrate the basic of event handling.

Or

- (b) Describe the types of layout management and swing components briefly.

14. (a) State the motivations of generic programming. Explain the generic classes and methods with example.

Or

- (b) Explain in detail about generic inheritance and generic interface. Discuss exploring the impact of inheritance in generic classes with example.

15. (a) Define thread. Explain the states of thread briefly. State the reasons for synchronization in thread. Write a simple concurrent programming to create, sleep and delete the threads.

Or

- (b) Discuss thread-safe collections briefly. Write a simple multi-threaded program for reader and writer problem.