

Reg. No.

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

Question Paper Code : 51388

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

Fifth Semester

Computer Science and Engineering

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

(Regulations 2008/2010)

Time : Three Hours

Maximum : 100 Marks

Answer ALL questions.

PART – A (10 × 2 = 20 Marks)

1. Define the characteristics of objects.
2. What is constructor ?
3. What is the use of Final Keyword ?
4. Define Interface and write the Syntax of the Interface.
5. Write note on AWT in JAVA.
6. State the features of Swing.
7. What is meant by generic programming.
8. Mention the elements of stack trace in generic programming.
9. What is the need for threads ?
10. Name any four thread constructor.

PART – B (5 × 16 = 80 Marks)

11. (a) (i) Define Glass. (2)
(ii) Write short notes on Access specifiers. (3)
(iii) Strings in JAVA. (3)
(iv) Explain the term static fields and methods and explain its types with examples. (8)

OR

- (b) (i) Define array. What is array sorting and explain with an example? (8)
(ii) State and explain documentation comments in Java. (8)

12. (a) Explain Dynamic Binding and Final Keyword with examples. (16)

OR

- (b) Write in detail about the following :
(i) Abstract Classes (8)
(ii) Interfaces. (8)

13. (a) What is meant by event handling ? Develop a simple calculator using mouse events that restrict only addition, subtraction, multiplication and division.

OR

- (b) Explain the controller design pattern and components of swing briefly.

14. (a) Mention the motivations of generic programming. What is an assertions in JAVA ? Why use assertions ? Discuss the types of assertions. Give example.

OR

- (b) What is meant by exceptions ? Why it is needed ? Describe the exception hierarchy. Write note on Stack Trace Elements. Give example.

15. (a) (i) How to extends the thread class ? Give an example. (8)
(ii) Explain about the thread synchronization with an example. (8)

OR

- (b) (i) How to Implement runnable interface for creating and starting-threads ? (8)
(ii) Define threads. Describe in detail about thread life cycle. (8)