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Reg. No. : [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

Question Paper Code:54202

B.E. / B.Tech. DEGREE EXAMINATION, MAY 2018

Fourth Semester

Computer Science and Engineering

15UCS402 - JAVA PROGRAMMING

(Regulation 2015)

(Common to Information Technology)

Duration: Three hours   Maximum: 100 Marks

Answer ALL Questions

PART A - (5x 1 = 5 Marks)

1. Which method is used for garbage collection of an object?   CO1- R

    (a) finalize()   (b) new()   (c) main()   (d) void()

2. Which of this keyword can be used in subclass to call the constructor   CO2- R
    of superclass?

    (a) super   (b) this   (c) extent   (d) extends

3. Which of the following handle the exception when catch is not used?   CO3- R
    (a) finally   (b) throw handler

    (c) default handler   (d) java run time systems

4. Which of these can be used to fully abstract a class from its
    implementation?   CO4- R

    (a) Objects   (b) Packages   (c) Interfaces   (d) None

5. Which of these methods can be used to obtain the reference to the container that   CO5- R
    generated a Container Event?
    (a) getContainer()   (b) getContainerCommand()
    (c) getActionEvent()   (d) getContainerEvent()

PART – B (5 x 3= 15Marks)

6. Write a java program to calculate average marks using arrays.   CO1- R

7.   What is access specifier? Explain its types.   CO2- R

8.   What is difference between throw and throws keywords?   CO3- R

9.   Write a brief note on character-based stream classes.   CO4- R

10. Define Swing and list out its Components.   CO5- R

PART – C (5 x 16= 80Marks)

11. (a) (i) Write a java program to print prime numbers from 1 to n.   CO1- App   (8)

         (ii) Explain the constructors and rules with an example program.   CO1- U   (8)

                                            Or

    (b) (i) Write a java program to print the first 'N' Fibonacci numbers   CO1- App   (8)
             using recursive methods..

         (ii) Explain the methods available under String comparison and   CO1- U   (8)
              String Buffer classes.

12. (a) Define interfaces and explain its usage with an example program.   CO2- U   (16)

                                            Or

    (b) (i) Explain multi level inheritance with an example program.   CO2- U   (8)

         (ii) Write a java program to show how to implement method   CO2- App   (8)
              overriding.

13. (a) Explain exception handling mechanism in Java with suitable   CO3- U   (16)
         examples.

                                            Or

    (b) Illustrate how Java supports List interface and Operations List.   CO3- U   (16)

14. (a) Explain in detail about the interfaces to implement data structures CO4- U   (16)
         with an example.

                                            Or

    (b) Explain in details about the file stream in java with suitable   CO4- U   (16)
         example.

15. (a) Elaborate the various layout managers in java.   CO5- U   (16)
                                            Or

    (b) Write a program to handle all mouse events and show event name   CO5- U   (16)
         at the center of the window when the mouse event is fired.

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