| | Reg. No. : | | | | | | | | | | |
|-----|---|-----------|--------|--------|-------|-------|--------|--------|---------|--------|---------|
| | Question P | aper (| Code | e: 9 | 860 | 1 | | | | | |
| | B.E./B.Tech. DEGRE | E EXAI | MINA | ATIC |)N, N | ЛАҮ | 202 | 4 | | | |
| | Si | xth Sem | ester | | | | | | | | |
| | Inform | ation te | chno | logy | | | | | | | |
| | 19UIT601- JA | AVA PR | OGF | RAM | MIN | ſG | | | | | |
| | (Reg | gulations | s 201 | 9) | | | | | | | |
| Dur | ation: Three hours | | | | | | Max | imur | n: 10 |)0 M | arks |
| | Answ | er All Q | uesti | ons | | | | | | | |
| | PART A | - (10x 2 | = 20 | Mar | ks) | | | | | | |
| 1. | Which component is responsible to optimize reusable byte code conversion to machine code? | | | | | | ion | (| CO1- U | | |
| 2. | What is the purpose of JIT Compiler | | | | | | | (| CO1- U | | |
| 3. | "The parameter less constructor of the the child class constructors if super() constructor". Whether the statement is | is not e | | | | | - | • | • | C | D3- Ana |
| 4. | When will an object becomes eligible for garbage collection? | | | | | | | C | D3- Ana | | |
| 5. | List the types of inheritance in Java | | | | | | | (| CO1- U | | |
| 6. | Differentiate Method overloading and Method overriding | | | | | | | (| CO1- U | | |
| 7. | List is an interface which extends Col which implements Collection interface | | interf | ace | wher | eas S | Set is | s a cl | lass | C | D3- Ana |
| | Predict whether the above statement is | true or | false | ? | | | | | | | |
| 8. | What are the advantages of using packages? | | | | | | | | (| CO1- U | |
| 9. | Give examples for any 4 string method | ls availa | ble i | n stri | ing c | lass. | | | | (| CO1- U |
| 10. | Why strings are immutable? | | | | | | | | | (| CO1- U |
| | PART - | -B (5 x | x 16= | 80N | Iarks | 5) | | | | | |

11. (a) Briefly explain the primitive and non-primitive data types in java CO1-App (16) with example

- (b) Briefly explain the Selection Control statements in Java with CO1-App (16) example.
- 12. (a) Create a new class Restaurant in the Java project SwiftFood with CO2-App (16) the instance variables and methods mentioned below.

| Instance variables | restaurantName: String restaurantContact: long restaurantAddress: String rating: float |
|--------------------|---|
| Methods | displayRestaurantDetails(): void |

Method Description

displayRestaurantDetails() Display the details of the restaurant (the values of the member variables) Create an object of the Restaurant class, initialize the instance variables, and invoke the displayRestaurantDetails() method in the

main() method of the Tester class

Or

(b) Create a Customer class with following data members, String CO2-App (16) customerId; String customerName; long contactNumber; String address;

Create a parameterized constructor to initialize the members.

Create two customer objects and display the details of the two customers using display_details() method.

13. (a) Cricketer (16) Bowler Batsman

Demonstrate the above case with Java code

Or

(b) EPay Wallet is a wallet application using which users can pay CO2-App (16) various bills. Users can make payments only if they have enough wallet balance.

There are two kinds of users – User and PremiumUser. PremiumUser gets reward points for every payment.

Method Description

User

User(int id, string userName, String emailId, double walletBalance) Initialize the instance variables with the values passed to the constructor.

makePayment(double billAmount)

Make the payment by deducting the billAmount from walletBalance if and only if sufficient walletBalance is available.

Return true if the payment is successful

Return false if the walletBalance is insuffcient

Implement the appropriate getter and setter methods.

PremiumUser

PremiumUser(int id, string userName, String emailId, double walletBalance)

Initialize the instance variables with the values passed to the constructor.

makePayment(double billAmount)

Override the parent method to make payment as well as to credit reward points to the user.

If the payment is successful, add 10% of the billAmount as rewardPoints

Return true if the payment is successful, else return false Implement the appropriate getter and setter methods.

Write the Java code to implement the above scenario

14. (a) How Exception is handled in Java. Give suitable illustrationsCO1-U(16)

Or

- (b) What are Packages. How to create a Package in Java. Give CO1-U (16) examples
- 15. (a) Write a java program to find the count of the highest CO2- App (16) occurring character in the string passed to the method and return the count.Test the functionalities using the main() method of the Tester class.

| Sample Input | Expected Output |
|--------------|-----------------|
| success | 3 |
| associated | 2 |

Or

(b) Write a java program to remove all the duplicate characters and white spaces from the string passed to the method and return the modified string.

CO2- App (16)

Test the functionalities using the main() method of the Tester class.

| Sample Input | Expected Output |
|-----------------------------|-----------------|
| object oriented programming | objectrindpgam |
| hello world | helowrd |