R20 Regulation *Subject code:3O7GB*

TKR COLLEGE OF ENGINEERING AND TECHNOLOGY

(Autonomous, Accredited by NAAC with 'A+' Grade)

B.Tech VII Semester Supplementary Examinations, May 2026

OBJECT ORIENTED PROGRAMMING THROUGH JAVA

(CSE(AIML))

Maximum Marks: 70 Date: 07.05.2026 Duration: 3 hours

Note: **1.This question paper contains two parts A and B.**
2. Part A is compulsory which carries 20 marks. Answer all questions in Part A.
3. Part B consists of 5 Units. Answer any one full question from each unit.
4. Each question carries 10 marks and may have a, b, c, d as sub questions.

Part-A

All the following questions carry equal marks (10X2M=20 Marks)		Marks	CO	BTL
1	List the different types of constructors.	2M	1	L1
2	What are the different types of access modifiers?	2M	1	L1
3	What is interface and its use?	2M	2	L1
4	List the methods of FileInputStream.	2M	2	L1
5	Define thread.	2M	3	L1
6	What is a deadlock?	2M	3	L1
7	What is the use of the Iterator interface?	2M	4	L1
8	What is a legacy class?	2M	4	L1
9	What is a container in AWT?	2M	5	L1
10	What is an event listener in AWT?	2M	5	L1

Part-B

Answer All the following questions. (5X10M=50Marks)		Marks	CO	BTL
11	a) What are Java buzzwords? Briefly explain any five buzzwords. b) Explain different types of inheritance supported by java with examples?	5M 5M	1	L2
	OR			
12	Develop a Java program to demonstrate inheritance. Create a superclass Vehicle with fields like make and model and a subclass Car that adds fields like numberOfDoors. Write a constructor for Car that initializes all fields.	10M	1	L2
13	What are Stream classes? Explain different types of Stream classes.	10M	2	L2
	OR			
14	a) Compare and contrast abstract class and interface. b) Explain Reading Console Input with an example.	5M 5M	2	L2
15	What are the different ways to handle exceptions? Explain with examples.	10M	3	L2
	OR			
16	a) Explain the need for the *throws* keyword with an example. b) Explain Thread synchronization with an Example?	5M 5M	3	L2

17	What is a linked list? How to create a linked list of strings in Java?	10M	4	L2
	OR			
18	a) What is an Iterator? Explain the purpose of it. b) List and explain the methods of the Collection interface.	5M 5M	4	L2
19	What is an Event? Explain the role of the event handler in AWT.	10M	5	L2
	OR			
20	Write a Java program to explain the concept of button and text field controls in AWT.	10M	5	L2