



R18 Regulation

Subject code:206DC

TKR COLLEGE OF ENGINEERING AND TECHNOLOGY

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

B.Tech VI Semester Supplementary Examinations, July 2024

OBJECT ORIENTED PROGRAMMING THROUGH JAVA (ECE)

Maximum Marks: 70

Date:30.07.2024 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)

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|----|----------------------------------------------------|
| 1 | Why is Java known as platform independent? |
| 2 | List advantages of inheritance. |
| 3 | Distinguish between abstract class and interface. |
| 4 | What is the use of auto boxing in java? |
| 5 | How to assign priorities to threads? |
| 6 | Distinguish between Error and Exception |
| 7 | List the hash table constructors. |
| 8 | Define TreeSet. |
| 9 | What is Swing in Java? How it differs from Applet. |
| 10 | Define Delegation event model |

Part-B

Answer All the following questions. (10M X 5=50Marks)

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|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 11 | a) What is an array? How do you declare the array in java? Give examples. [5]
b) Develop a java program to perform addition of two matrices. [5] |
| | OR |
| 12 | Define Inheritance. List different types of inheritances in java? Explain with an example program. [10] |
| 13 | a) Compare various differences between interfaces and abstract class. [5]
b) Discuss the Nested interfaces with an example. [5] |
| | OR |
| 14 | Discuss about Enumerations and write a program using values() and ordinal() methods. [10] |
| 15 | a) What is an Exception? How is an Exception handled in JAVA? [5]
b) Develop a java program that illustrates the application of multiple catch statements. [5] |
| | OR |
| 16 | a) Distinguish between multiprocessing and multithreading. [5]
b) What is multithreading. Explain the advantages of multithreading. [5] |
| 17 | Explain in detail about Comparator interface with an example. [10] |
| | OR |

18	a) What is hash table? Explain with an example. [5] b) Demonstrate about stack class with an example. [5]
19	Explain various events for handling mouse events. Develop a java program to illustrate mouse related events? [10]
	OR
20	a) Distinguish various differences between Swing and AWT. [5] b) Discuss about Anonymous Inner classes with an example. [5]