



R20 Regulation

Subject code:306DE

TKR COLLEGE OF ENGINEERING AND TECHNOLOGY

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

B.Tech VI Semester Regular/Supplementary Examinations, July 2024

OBJECT ORIENTED PROGRAMMING THROUGH JAVA

(Open Elective)

(ECE)

Maximum Marks: 70

Date:01.08.2024 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 which carries 10M.
 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)	CO	Bloom Tx
1	What are the types of inheritance in java?		CO1	BL2
2	Define Polymorphism.		CO1	BL1
3	What is Interface?		CO2	BL2
4	Give the use of auto boxing in java.		CO2	BL1
5	How do we set priorities for threads?		CO3	BL2
6	Present the difference between error and an exception.		CO3	BL2
7	What is a Java Priority queue?		CO4	BL1
8	List the benefit of Generics in Collections Framework		CO4	BL1
9	Give the AWT hierarchy.		CO5	BL1
10	Define Border Layout.		CO5	BL1

Part-B

Answer All the following questions.		(5X10M=50Marks)		
11	Write a program to demonstrate hierarchical and multiple inheritance using interfaces. [10]		CO1	BL4
OR				
12	a) Explain briefly class, public, static, void, main, string[] and system.out.println() keywords. [5] b) Write a java method to find minimum value in given two values. [5]		CO1	BL3
13	a) Discuss about CLASSPATH environment variables. [5] b) How to design and implement an interface in Java? Give an example. [5]		CO2	BL3
OR				
14	a) What are the methods available in the Character Streams? Discuss. [5] b) Distinguish between Byte Stream Classes and Character Stream Classes. [5]		CO2	BL3
15	Explain Exception handling in JAVA and write a program on arithmetic exception handling. [10]		CO3	BL4
OR				

16	Write a program to create three threads in program and explain thread life cycle. [10]	CO3	BL6
17	a) Explain how to access elements in a Collection using the Iterator interface. [5] b) Discuss the benefits of using iterators and their role in traversing Collection elements. [5]	CO4	BL3
	OR		
18	Describe additional utility classes such as StringTokenizer, BitSet, Date, Calendar, Random, Formatter, and Scanner. [10]	CO4	BL3
19	Explain about the various Event Listeners in Java with an example. [10]	CO5	BL3
	OR		
20	Explain the usage of adapter classes, inner classes, and anonymous inner classes for event handling. [10]	CO5	BL2