



R20 Regulation

Subject code: 3P4FD

TKR COLLEGE OF ENGINEERING AND TECHNOLOGY

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

B.Tech IV Semester Supplementary Examinations, February 2024 JAVA PROGRAMMING (IT)

Maximum Marks: 70

Date: 28.02.2024 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 is Variable? Describe scope and lifetime of variables?		
2	Define method overriding	1	L1
3	Define interface with an example	1	L1
4	Compare byte streams with character streams.	2	L1
5	Describe about daemon threads	2	L2
6	Define built in exceptions?	3	L1
7	List the functions of Stack class	3	L1
8	Define Array List with syntax	4	L1
9	Differentiate between swing components and AWT components.	4	L1
10	List the advantages and disadvantages of applet.	5	L2
		5	L1

Part-B

Answer All the following questions.

(5X10M=50Marks)

11	A. Explain various operators supported by JAVA. [5] B. Discuss string class and its methods with an example program. [5]	1	L2
	OR		
12	A. Discuss various types of Constructors with suitable examples. [5] B. Elaborate the various usages of final keywords in java. [5]	1	L2
13	A. Explain Creating Packages and Accessing a Package with examples. [5] B. Illustrate different ways to extend interfaces with an example. [5]	2	L2
	OR		
14	A. What is the significance of the CLASSPATH environment variable in creating or using a package? [5] B. Explain about the console input and output with an example. [5]	2	L2
15	A. Demonstrate nested try and final statements in exceptional handling. [5] B. Differentiate between Checked and Unchecked exceptions? [5]	3	L3
	OR		
16	A. Explain thread life cycle and thread creation in Java. [5] B. Discuss Inter thread communication with examples. [5]	3	L3