



R20 Regulation

Subject code:306DE

TKR COLLEGE OF ENGINEERING AND TECHNOLOGY

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

B.Tech VI Semester Supplementary Examinations, December 2024

OBJECT ORIENTED PROGRAMMING THROUGH JAVA (ECE)

Maximum Marks: 70

Date:09.01.2025

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	List the advantages and disadvantages of arrays?	1	L1
2	What is an Object? How to allocate memory for objects?	1	L1
3	Distinguish between Class and interface?	2	L1
4	Distinguish between abstract class and interface?	2	L1
5	List the two distinct advantages of user define exceptions handling mechanisms?	3	L1
6	Define thread.	3	L1
7	What is Priority Queue?	4	L1
8	What is Comparators?	4	L1
9	What is flow layout?	5	L1
10	What is Inner classes?	5	L1

Part-B

Answer All the following questions. (5X10M=50Marks)		CO	Bloom Tx
11	What is Inheritance? Explain different types of inheritance supported by java with example. [10M]	1	L2
OR			
12	Explain different java Buzzwords? [10M]	1	L2
13	Explain about the File Input Stream and File Output Stream in java with examples. [10M]	2	L2
OR			
14	What is Serialization and deserialization? Explain with program. [10M]	2	L2
15	Discuss Exception handling using nested try statements with program? [10M]	3	L2
OR			
16	What are the different ways that are possible to create multiple threaded programs in Java? Discuss the differences between them. [10M]	3	L2
17	List the differences between Hash List and Hash Map, Set and List. [10M]	4	L2
OR			

18	What is Java Collections Framework? List out some benefits of Collections framework and explain. [10M]	4	L2
19	Explain various methods involved in the life cycle of an applet. [10M]	5	L2
	OR		
20	List and explain all methods of key Listener and mouse Listener interface. [10M]	5	L2