Code: 20IT3404

II B.Tech - II Semester – Regular Examinations – JULY 2022

PROGRAMMING WITH JAVA
(INFORMATION TECHNOLOGY)

Duration: 3 hours   Max. Marks: 70

Note: 1. This paper contains questions from 5 units of Syllabus. Each unit carries 14 marks and have an internal choice of Questions.
2. All parts of Question must be answered in one place.

UNIT – I

1. a) List and explain Java Buzzwords.   7 M
   b) Illustrate the concept of Type Conversion and Casting in Java with appropriate program.   7 M

OR

2. a) Explain three basic OOP Principles of Java.   7 M
   b) Illustrate the use of static variable in Java with an example program.   7 M

UNIT – II

3. a) Demonstrate Scanner class in Java with an example program.   7 M
   b) What is meant by inheritance? Explain multi-level inheritance with an example.   7 M

OR

4. a) Distinguish between Method overloading and Method overriding in Java, with suitable examples.   7 M
   b) What is an interface? Write a program to illustrate multiple inheritance using interfaces.   7 M

UNIT-III

5. a) Explain packages in Java.   7 M

    b) What do you mean by thread? Explain different ways of
       creating threads.   7 M

<div align="center">OR</div>

6. a) What is synchronization? Explain with an example,
       how synchronization is implemented in Java.   7 M

    b) Explain the procedure of creating customized
       exception in Java with example.   7 M

UNIT – IV

7. a) Explain about Delegation Event Model in Event
       Handling. Give example.   7 M

    b) Write a note on Adapter class and inner Class.   7 M

<div align="center">OR</div>

8. a) Explain Label, TextField and Button AWT controls.   7 M

    b) Demonstrate the Layout Managers in Java. Explain.   7 M

UNIT – V

9. a) What is swing? List and explain the main swing
       features. Explain the different types of panes of swing
       containers.   7 M

    b) Explain the following swing components with an
       example program for each
       i)JTextField   ii)JButton   7 M

<div align="center">OR</div>

10. a) Define Applet. Explain the Skeleton of an applet in detail. 7 M

    b) How to embed applet inside the html page? Explain with an example program. 7 M