II B.TechI Semester (R18) Regular Examinations November 2019
OBJECT ORIENTED PROGRAMMING USING JAVA
Time : 3 hours   Max. Marks: 70

PART- A
(Compulsory Question 10 x 2 = 20M)

1 a Define byte code.
   b List out object-oriented programming concepts.
   c List out bitwise operators in java.
   d Define object and class.
   e Write the usage of this keyword.
   f Differentiate throw and throws keywords.
   g List out any two methods from Thread class.
   h how can you read input from console?
   i Write the features of swing.
   j Write constructors of JButton.

PART- B
(Each question carries 10 marks)

UNIT-1
2 a How java is robust and platform independent? Explain.
   b Write a java program to find sum of array elements.
(OR)
3 a Explain java Integer and Floating-point types.
   b Explain type conversion and type casting in java.

UNIT-II
4 a Write a java program to demonstrate jumping statements.
   b Explain method overloading with an example program.
(OR)
5 a Write a java program to perform multiplication of two matrices.
   b Write a java program to find factorial of given number using recursion.

UNIT-III
6 List out exception handling keywords in java. Explain in detail.
(OR)
   a Define super keyword. Explain the usage of super keyword in two different forms
7 b Define a package. Illustrate with suitable examples class member access with respect to
      packages.

UNIT-IV
8 Define thread. Explain two different ways of creating threads.
(OR)

9 Discuss the following
   a wait(), notify(), notifyAll() methods.
   b PrintWriter class

UNIT-V
10 a Write the advantages of swing. Explain the development of simple swing application.
    b Write a java swing program to demonstrate event handling.
(OR)
11 a How can you add ImageIcon and JLabel to swing application. Explain.
    b Explain JTextarea.