


**IV SEMESTER B.TECH.  
 MAKEUP EXAMINATIONS, 2018**
**SUBJECT: PROGRAMMING IN JAVA [CSE 3290] OPEN ELECTIVE**
**REVISED CREDIT SYSTEM  
 (26/6/2018)**

Time: 3 Hours

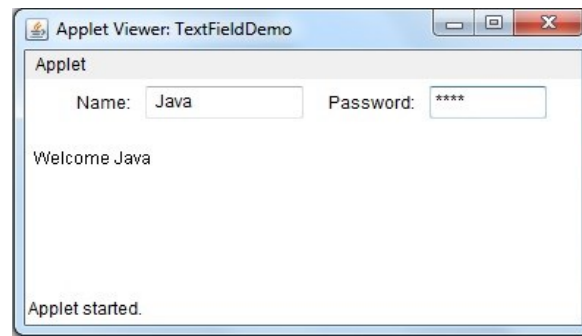
MAX. MARKS: 50

**Instructions to Candidates:**

- ❖ Answer **ALL** the questions.
- ❖ Missing data may be suitable assumed.

- 1A.** Write a simple java program to print "Programming in Java". Explain each statement in the program. Also explain the compilation and interpretation process in detail. **3**
- 1B.** "Java is a Strongly Typed Language." Justify the statement with specific reasons. List the simple types of Java programming language. Write the output for the following error free code snippet. **5**
- ```
byte b=32, a;
int i; i = b<<3;
a = (byte) (b<<3);
System.out.print("i and a: " + i + " " + a);
```
- 1C.** Write a Java program to extract any two words from a string constant (sentence), compare both the strings and display appropriate message. Note: Use string functions. **2**
- 2A.** Write the features of static keyword. Explain the importance of static with a simple java program. **3**
- 2B.** What are the effects of using final keyword? Demonstrate with an example program. **3**
- 2C.** What is a package? How do you create and use it? Show with an example program. **4**
- 3A.** What is super keyword? Explain with simple java program(s) how super can be used? **4**
- 3B.** State the behavior of inner and outer try statements in nested try? With a suitable Java program, explain nested try statements. **3**

- 3C.** Explain the creation of a new thread by implementing Runnable interface with simple Java program. **3**
- 4A.** Explain the need for synchronization with an example program. **4**
- 4B.** Write a Java program to copy the contents of one file to another file using Byte Stream classes. **3**
- 4C.** What is an applet? Explain the following methods.  
i) init()      ii) start()      iii) paint()      iv) destroy() **3**
- 5A.** Explain Delegation event model. Design an applet program to generate simple key events from the keyboard. **3**
- 5B.** Write an applet program to print the following message when username and password are filled and the enter key is pressed.



- 5C.** Explain the steps required to establish a connection between Java program and database. **3**