

USN

--	--	--	--	--	--	--	--	--	--

18CS653

Sixth Semester B.E. Degree Examination, July/August 2022 Programming in JAVA

Time: 3 hrs.

Max. Marks: 100

Note: Answer any FIVE full questions, choosing ONE full question from each module.

Module-1

- 1 a. Explain 3 OOP's principles. (06 Marks)
- b. Explain the process of compiling and running the java application with the example. (06 Marks)
- c. Discuss the various primitive data types used in Java. (08 Marks)

OR

- 2 a. How are arrays declared and initialized in Java. Explain with suitable examples. (10 Marks)
- b. Explain scope and lifetime of variables with an example. (05 Marks)
- c. Explain automatic type promotion in expressions with rules and a demo program. (05 Marks)

Module-2

- 3 a. What are different types of operators in Java? Explain them. (10 Marks)
- b. Write a program to find biggest among 3 numbers using ternary operator. (05 Marks)
- c. Differentiate between while – loop and do-while loop in Java. (05 Marks)

OR

- 4 a. Write a java program to perform simple calculator operation. (05 Marks)
- b. Discuss for – each loop with an example. (05 Marks)
- c. Demonstrate the use of : (10 Marks)
 - i) Continue statement in while loop
 - ii) Break statement in do while loop.

Module-3

- 5 a. Explain class with an example. (05 Marks)
- b. What are constructors? Explain with an example. (05 Marks)
- c. Explain the following : (10 Marks)
 - i) this keyword
 - ii) Garbage collection in Java
 - iii) finalize() method.

OR

- 6 a. What is inheritance? Discuss different types of inheritance with suitable example. (10 Marks)
- b. Explain method overriding with an example. (05 Marks)
- c. Explain abstract class and abstract method with an example. (05 Marks)

Module-4

- 7 a. What is package? How to create and import package in java. Explain with an example. (10 Marks)
- b. What is an interface? Explain how to define and implement interface by taking suitable example. (10 Marks)

OR

8 a. What is an exception? Explain the following :

- i) try
- ii) catch
- iii) throw
- iv) throws
- v) finally.

(12 Marks)

b. How do you create your own exception class? Explain with a program.

(08 Marks)

Module-5

9 a. What is applet? Explain program in applet with an example.

(10 Marks)

b. Explain the following :

- i) Enumerations
- ii) Type wrappers.

(10 Marks)

OR

10 a. What is string in Java? Explain string class constructors with an example.

(10 Marks)

b. Explain the following :

- i) String comparison method
- ii) Modifying a string.

(10 Marks)
