CBCS SCHEME

USN [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]   **BPLCKC205/BPLCK205C**

Second Semester B.E./B.Tech. Degree Examination, June/July 2023
Basics of Java Programming

Time: 3 hrs.   Max. Marks: 100

Note: 1. Answer any FIVE full questions, choosing ONE full question from each module.
2. M : Marks , L: Bloom's level , C: Course outcomes.

		Module – 1	M	L	C
Q.1	a.	Differentiate between primitive and derived data types. With example for each describe the integer and floating point data types. With these data types illustrate type casting.	10	L2	CO3
	b.	Write a program to swap two given numbers using and without using temporary variable.	10	L2	CO3
		OR			
Q.2	a.	Define arrays, write various syntaxes of declaring arrays in Java and with sample examples illustrate what are the static initialization and dynamic initialization of arrays.	10	L2	CO2
	b.	What in object oriented programming? Explain the advantages of object oriented programming.	10	L2	CO1
		Module – 2			
Q.3	a.	What are operators? Explain the various operation available in Java with examples.	10	L2	CO2
	b.	What is the use of conditional operator? Write a program to find the larger of two numbers using conditional operator.	10	L2	CO2
		OR			
Q.4	a.	List and explain the control statements in Java.	10	L2	CO3
	b.	Write a program to computes the roots of a quadratic equation with appropriates messages.	10	L2	CO3
		Module – 3			
Q.5	a.	Define class and object. How do you relate an object with its class? Explain with a sample program.	10	L2	CO3
	b.	Write a program to create a class called shape and creates objects circle, triangle and rectangle and find the areas of all objects.	10	L2	CO3
		OR			
Q.6	a.	Explain parameter passing with reference of class and methods provides appropriate sample program.	10	L2	CO3
	b.	Illustrate the use of constructors and discuss the various type of constructors with sample code for each.	10	L2	CO3

		Module – 4			
Q.7	a.	Demonstrate inheritance in Java. What kind of inheritance does Java support? Illustrate with sample program.	10	L2	CO3
	b.	Explain the keywords super, final and abstract with sample codes for each.	10	L2	CO3
		OR			
Q.8	a.	Explain method overriding with a sample program.	10	L2	CO3
	b.	Explain the advantages of abstract class and explain the syntax of creating an abstract class.	10	L2	CO3
		Module – 5			
Q.9	a.	What are packages? Explain the various methods of importing packages with sample code for each.	10	L2	CO4
	b.	Illustrate the method of creating inter faces with syntax. Differentiate interface from abstract class.	10	L	CO
		OR			
Q.10	a.	What is the need of exception handling? Write a program to handle the arithmetic exception.	10	L2	CO3
	b.	Explain the keywords try, catch, throw and throws.	10	L2	CO3

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