CBCS SCHEME

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18CS653

Sixth Semester B.E. Degree Examination, Dec.2023/Jan.2024
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 the primitive data types in Java. **(10 Marks)**
  b. What is an array? How single dimensional and multi dimensional arrays defined in Java with an example. **(10 Marks)**

OR

2 a. Explain scope and lifetime of variables with an example. **(08 Marks)**
  b. Explain Java class Libraries. **(04 Marks)**
  c. Explain the blocks of code. **(08 Marks)**

Module-2

3 a. Explain selection statements in Java with an example. **(10 Marks)**
  b. Explain jump statements in Java with an example. **(10 Marks)**

OR

4 a. Explain bitwise logical operators in Java with an example. **(08 Marks)**
  b. Explain ternary operator in Java with an example. **(04 Marks)**
  c. Explain switch statements in Java with an example. **(08 Marks)**

Module-3

5 a. Explain the use of static and final keywords in Java with an example. **(10 Marks)**
  b. Explain the process of creating multilevel hierarchy with an example program. **(10 Marks)**

OR

6 a. What is inheritance? Explain the types of inheritance with an example program. **(08 Marks)**
  b. Explain overloading the constructor with an example program. **(08 Marks)**
  c. Explain dynamic method dispatch in Java. **(04 Marks)**

Module-4

7 a. What is an exception? Describe the working of nested try block with an example. **(08 Marks)**
  b. Explain check and unchecked exceptions. **(08 Marks)**
  c. Explain chained exception with an example program. **(04 Marks)**

OR

8 a. Illustrate the following :
    i) Access protection
    ii) Importing packages. **(10 Marks)**
  b. Explain throw, throws and finally keywords in Java with example program. **(10 Marks)**

Module-5

9   a.   With examples, illustrate the following operations on strings :
         i)   String comparison
         ii)   String search
         iii) Modifying string
         iv) Changing the case of characters.   **(10 Marks)**

   b.   Explain StringBuffer and StringBilder class in Java.   **(10 Marks)**

OR

10   a.   What is an applet? Explain the program in an applet with a skeleton code.   **(10 Marks)**

   b.   What is stream? Explain the types of stream along with their specific classes and methods.
     (10 Marks)

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