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# II/IV B. Tech. DEGREE EXAMINATIONS, JULY/AUGUST-2023

## **Second Semester**

## ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

#### **JAVA PROGRAMMING**

Time: Three Hours Maximum: 70 Marks

Answer ONE Question from each unit.

 $5 \times 14 = 70 M$ 

All Questions carry equal marks.

#### **UNIT-I**

- 1. a) Describe the structure of java program with examples.
  - b) Define an operator? Explain type of operation in Java with examples.

#### (OR)

- 2. a) List and explain the features of JAVA/buzz words in JAVA.
  - b) Elaborate the concept of string buffer class with an example program.

#### **UNIT-II**

- 3. a) What is the use of interface? How to implementing interfaces? Explain in detail.
  - b) Develop a Java program reading the data of current java file and writing it into another file.

#### (OR)

- 4. a) Explain different types of inheritances with suitable examples?
  - b) Summarize the various access protections in a package with examples.

#### **UNIT-III**

- 5. a) Develop a java program to create own exception for negative value exception if the user enter negative value.
  - b) Draw and explain various states of thread life cycle with neat diagram.

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#### (OR)

- 6. a) Describe throw and throws keywords in java with the help of an example program.
  - b) Discuss how to set the priority to threads? What are the different ranges? Explain in detail.

#### **UNIT-IV**

- 7. a) Distinguish between AWT and swing components.
  - b) Develop a java program for handling keyboard events.

### (OR)

- 8. a) Illustrate the various layout managers with neat diagrams.
  - b) Differentiate between a Jcheckbox and a JradioButton with necessary constructors and methods.

#### **UNIT-V**

- 9. a) Compare and contrast differences between applets and application programs.
  - b) List the types of drivers in JDBC? Explain in detail.

## (OR)

- 10. a) Develop an applet program that displays "welcome to JAVA programming".
  - b) List and explain the basic steps in developing JDBC applications.

