

IV B.Tech. I Semester Regular Examinations, November -2005**INTERNET & JAVA****(Electronics & Computer Engineering)****Time: 3 hours****Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

1. (a) What are the differences between applications and applets ? How do you run an application and an applet ? [8 m]
(b) List some security restrictions of applets. [8 m]
2. (a) Write a Java program to illustrate how to read data from the keyboard. [8]
(b) Write a Java program to convert Fahrenheit to Celsius. The conversion formula is $Celsius = (5/9) * (Fahrenheit - 32)$ [8]
3. (a) What is recursive method? Describe the characteristics of recursive method. [6]
(b) Write a java program using recursion to solve Towers of Hanoi problem. [10]
4. (a) Describe the relationship between an object and its defining class. How do you declare a class? How do you declare an object? [8]
(b) Describe the pass by reference. Write an illustrative program which uses pass by reference. [8]
5. (a) What is the purpose of StringBuffer class? Detail its constructors. [8]
(b) Explain the following methods of the StringBuffer class.
 - i. length() [2]
 - ii. capacity() [2]
 - iii. ensureCapacity() [2]
 - iv. setLength [2]
6. (a) List out the keywords used in Exception Handling. [6]
(b) How are user defined exceptions are handled in java? Explain in detail with examples [10]
7. Write a program to create a frame window that responds to mouse clicks and keystrokes [16]
8. (a) Write program to create a file that concatenates two existing files [6]
(b) Write a program that will count the number of characters and words in a file [10]

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1. (a) What are the differences between applications and applets ? How do you run an application and an applet ? [8 m]
(b) List some security restrictions of applets. [8 m]
2. (a) Describe the guidelines for Java programming style and documentation. [10]
(b) Java is a freeform language . Comment . [6]
3. (a) Write a Java program to print a multiplication table to provide the multiplication from 1 x 1 to n x n. [8]
(b) Write a Java program to compute the following by using the console input for n
$$n_{cr} = n! / (r!(n - r)!)$$
 [8]
4. (a) Describe the relationship between an object and its defining class. How do you declare a class? How do you declare an object? [8]
(b) Describe the pass by reference. Write an illustrative program which uses pass by reference. [8]
5. (a) Write a Java program that implements binary search using arrays [8]
(b) Write a java program to copy the contents of one array to another. [8]
6. (a) What is an interface? What are the similarities and differences between interfaces and classes? [6]
(b) How to design and implement an interface? [4]
(c) Give an example where interface can be used to support multiple inheritance. [6]
7. Write a Java program create a Simple calculator . [16]
8. Write a UDP client program in Java to create a data gram socket and send request to the server and get back the response. Also write a UDP server to receive the request from clients and process it and respond to client. [16]

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1. (a) What are the differences between applications and applets ? How do you run an application and an applet ? [8 m]
(b) List some security restrictions of applets. [8 m]
2. (a) Write about automatic type conversion and explain when casting is needed.
(b) What are data types of Java? Give a brief notes on the Java data types. [8+8]
3. (a) Define parameter passing and its relevance in the Java program. [6]
(b) Explain different ways of parameter passing techniques in Java. [10]
4. (a) What is Object Oriented-Programming ? How it is different from procedural oriented programming? [8]
(b) How data and methods organized in an object oriented program? [4]
(c) What are the advantages of Object Oriented-Programming? [4]
5. (a) What are command line arguments? Describe how to pass and process arguments from the command line. [8]
(b) Write a program to find whether the given number is prime or not . Accept the number as a command line argument. [8]
6. (a) What is casting? How can you cast Objects and explain it with an example? [6]
(b) Discuss Why casting a super class reference to a subclass reference is potentially dangerous. [6]
(c) Distinguish between single inheritance and multiple inheritance. [4]
7. Write a program to create a frame window that responds to mouse clicks and keystrokes [16]
8. What is a stream? How is the concept of streams used in Java? What are the different types of streams available in Java? [16]

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1. (a) What are the differences between applications and applets ? How do you run an application and an applet ? [8 m]
(b) List some security restrictions of applets. [8 m]
2. (a) Discuss the different types of literals available in Java.? [8]
(b) What are separators ? Describe the various separators in Java ? [8]
3. (a) Define parameter passing and its relevance in the Java program. [6]
(b) Explain different ways of parameter passing techniques in Java. [10]
4. (a) Define a **class** in Java. How classes & objects can be in Java programs. Illustrate with example. [10]
(b) Write down the usage of **finalize** () method. [6]
5. (a) What is a vector ? How it different from array? [6]
(b) Write a Java program that reads 10 integers from keyboard and prints the maximum and minimum of these 10 values. [10]
6. (a) Explain the two general forms of usage of the pseudo variable super. [6]
(b) Write a Java program to illustrate the usage of super to call superclass constructors. [6]
(c) Differentiate super Vs this keywords [4]
7. Write a java program to create an applet with six buttons representing your favourite six colours when button is clicked, the background must change to the corresponding colour. [16]
8. Create a client /server pair of program that user datagram to transmit a file from one machine to other? [16]
