

Name:

Enrolment No:



**UNIVERSITY OF PETROLEUM AND ENERGY STUDIES**

**End Semester Examination, December 2019**

**Course: JAVA Programming**

**Semester: VII**

**Program: B.Tech. EE/EE spz in BCT**

**Time: 03 hrs.**

**Course Code: CSEG 313**

**Max. Marks: 100**

**Instructions:**

**SECTION A [20 Marks]**

		<b>Marks</b>	<b>CO</b>
<b>Q 1</b>	<b>Enlist the four different ways to make an object eligible for garbage collection.</b>	<b>4</b>	<b>CO2</b>
<b>Q2</b>	<b>What feature of JAVA language is demonstrated by the undermentioned code?</b>  <b>Suggest the output for the same.</b>  <pre>import java.io.*; interface intfA {     void geekName(); }  interface intfB extends intfA {     void geekInstitute(); }  class sample implements intfB {     @Override     public void geekName()     {         System.out.println("Rohit");     }      @Override     public void geekInstitute()     {         System.out.println("JIIT");     } }</pre>	<b>[1+3]</b>	<b>CO2, CO3</b>

	<pre> public static void main (String[] args) {     sample ob1 = new sample();      // calling the method implemented     // within the class.     ob1.geekName();     ob1.geekInstitute(); } </pre>		
Q3	Identify the six basic steps required to the Execution of Servlets.	4	CO3
Q4	Develop a Java code to illustrate maximum of three numbers using ternary operator.	4	CO1
Q5	Briefly explain the significance of “static” keyword in “public static void main()” w.r.t. Java programming.	4	CO1, CO2
<b>SECTION B [40 Marks]</b>			
Q 6	<p>Suggest the syntax for the following commands:</p> <ul style="list-style-type: none"> <li>a) Cascading “member access operator”</li> <li>b) Declaring “Abstract class”</li> <li>c) Default constructor</li> <li>d) Implement Code reusability</li> <li>e) Import Scanner class</li> </ul>	[5x2]	CO1, CO2
Q7	<p>a) Write a Java program to demonstrate that static block and static variables are executed in order they are present in a program</p> <p>b) Predict the desired output of the following JAVA program:</p> <pre> // Java program to demonstrate requesting // JVM to run Garbage Collector </pre> <pre> public class Test {     public static void main(String[] args) throws     InterruptedException     {         Test t1 = new Test();         Test t2 = new Test();          t1 = null;         System.gc();         t2 = null;     } } </pre>	[5+5]	CO2

```

        Runtime.getRuntime().gc();

    }

    @Override
    protected void finalize() throws Throwable
    {
        System.out.println("Garbage collector called");
        System.out.println("Object garbage collected : " + this);
    }
}

```

**Q8** Rewrite the same code using “Buffer class” and explain the reason of different output obtained w.r.t. both the codes.

```

// Code using Scanner Class

import java.util.Scanner;
class Differ
{
    public static void main(String args[])
    {
        Scanner scn = new Scanner(System.in);
        System.out.println("Enter an integer");
        int a = scn.nextInt();
        System.out.println("Enter a String");
        String b = scn.nextLine();
        System.out.printf("You have entered:- "
                        + a + " " + "and name as " + b);
    }
}

```

10

CO1,  
CO3

<p><b>Q9</b></p> <p><b>Why Java is not a purely Object-Oriented Language? What are the essential features that are necessary to qualify a programming language to be entitled as “OOP”?</b></p> <p><b>Enlist at least 1 programming language that is a purely object oriented.</b></p> <p style="text-align: center;"><b>OR</b></p> <p><b>Answer the following :</b></p> <p class="list-item-l1">a) Is main method compulsory in JAVA?</p> <p class="list-item-l1">b) How are parameters passed in JAVA?</p> <p class="list-item-l1">c) Why Java doesn't support Multiple Inheritance? Justify your answer with the adequate code.</p> <p class="list-item-l1">d) Advantages of a Java Servlet</p>	<p><b>10</b></p>	<p>CO1, CO2, CO3</p>
		<p>[2+2+3 +3]</p>

## **SECTION-C [40 Marks]**

<p><b>Q 10</b></p> <p><b>I.</b> Elucidate the following built-in Exceptions in Java:</p> <ul style="list-style-type: none"> <li>a) <b>ArithmaticException</b></li> <li>b) <b>ArrayIndexOutOfBoundsException</b></li> <li>c) <b>ClassNotFoundException</b></li> <li>d) <b>FileNotFoundException</b></li> <li>e) <b>IOException</b></li> <li>f) <b>InterruptedException</b></li> <li>g) <b>NoSuchFieldException</b></li> <li>h) <b>NoSuchMethodException</b></li> <li>i) <b>NullPointerException</b></li> <li>j) <b>NumberFormatException</b></li> <li>k) <b>RuntimeException</b></li> <li>l) <b>StringIndexOutOfBoundsException</b></li> </ul> <p><b>II.</b> Fill in the blanks with appropriate Comment(s) and suggest the output of the following program:</p> <pre>// Java program to demonstrate user defined exception  // This program throws an exception whenever balance // amount is below Rs 1000  class MyException extends Exception {     //store account information }</pre>	<p>[12+8]</p> <p>CO1, CO2, CO3</p>
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```

private static int accno[] = {1001, 1002, 1003, 1004};

private static String name[] = {"Nish", "Shubh", "Sush",
"Abhi", "Akash"};

private static double bal[] =
{10000.00, 12000.00, 5600.0, 999.00, 1100.55};

MyException() { } //_____

MyException(String str) { super(str); } //_____

public static void main(String[] args)
{
    try {
        // _____
        System.out.println("ACCNO" + "\t" +
"CUSTOMER" +
        "\t" + "BALANCE");

        // _____
        for (int i = 0; i < 5 ; i++)
        {
            System.out.println(accno[i] + "\t" + name[i] +
            "\t" + bal[i]);

            // display own exception if balance < 1000
            if (bal[i] < 1000)
            {
                MyException me = new MyException("Balance is
less than 1000");
                throw me;
            }
        }
    } //_____

    catch (MyException e)
    {
        e.printStackTrace();
    }
}

```

}

**OR**

- i. Detail about the access modifier(s) in JAVA.
- ii. How could a user access any class inside a package? Justify your answer via providing a suitable syntax/code.
- iii. Suggest the output of the following program:

```
import java.io.*;  
  
public class Test  
{  
  
    public static void main(String[] args)  
    {  
        System.out.println("Hi Geek (from main)");  
        Test.main("Geek");  
    }  
    public static void main(String arg1)  
    {  
        System.out.println("Hi, " + arg1);  
        Test.main("Dear Geek","My Geek");  
    }  
    public static void main(String arg1, String arg2)  
    {  
        System.out.println("Hi, " + arg1 + ", " + arg2);  
    }  
}
```

[8+4+2  
+6]

- iv. Guess the output of the following JAVA Program:

```
abstract class Shape  
{  
    String color;  
  
    // these are abstract methods  
    abstract double area();  
    public abstract String toString();  
  
    // abstract class can have constructor  
    public Shape(String color) {  
        System.out.println("Shape constructor called");  
        this.color = color;  
    }
```

```

// this is a concrete method
public String getColor() {
    return color;
}
}

class Circle extends Shape
{
    double radius;

    public Circle(String color,double radius) {

        // calling Shape constructor
        super(color);
        System.out.println("Circle constructor called");
        this.radius = radius;
    }

    @Override
    double area() {
        return Math.PI * Math.pow(radius, 2);
    }

    @Override
    public String toString() {
        return "Circle color is " + super.color +
               "and area is : " + area();
    }
}

class Rectangle extends Shape{

    double length;
    double width;

    public Rectangle(String color,double length,double width) {
        // calling Shape constructor
        super(color);
        System.out.println("Rectangle constructor called");
        this.length = length;
        this.width = width;
    }

    @Override
    double area() {
        return length*width;
    }
}

```

```
@Override
public String toString() {
    return "Rectangle color is " + super.color +
        "and area is : " + area();
}
}
public class Test
{
    public static void main(String[] args)
    {
        Shape s1 = new Circle("Red", 2.2);
        Shape s2 = new Rectangle("Yellow", 2, 4);

        System.out.println(s1.toString());
        System.out.println(s2.toString());
    }
}
```

Q 11	<p>a) Suggest the output of the undermentioned code w.r.t. the concept of Thread Priority under Multi-Threading in JAVA:</p> <pre>// Java program to demonstrate getPriority() and setPriority()  import java.lang.*;  class ThreadDemo extends Thread {     public void run()     {         System.out.println("Inside run method");     }      public static void main(String[] args)     {         ThreadDemo t1 = new ThreadDemo();         ThreadDemo t2 = new ThreadDemo();         ThreadDemo t3 = new ThreadDemo();          System.out.println("t1 thread priority : " +                            t1.getPriority());         System.out.println("t2 thread priority : " +                            t2.getPriority());         System.out.println("t3 thread priority : " +                            t3.getPriority());          t1.setPriority(2);         t2.setPriority(5);         t3.setPriority(8);          // t3.setPriority(21); will throw IllegalArgumentException          System.out.println("t1 thread priority : " +                            t1.getPriority());         System.out.println("t2 thread priority : " +                            t2.getPriority());         System.out.println("t3 thread priority : " +                            t3.getPriority());          // Main thread          System.out.print(Thread.currentThread().getName());         System.out.println("Main thread priority : "                            +                            Thread.currentThread().getPriority());     } }</pre>	[10+10]	CO1, CO2, CO3
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```
// Main thread priority is set to 10

Thread.currentThread().setPriority(10);
System.out.println("Main thread priority : "
+Thread.currentThread().getPriority());
}
```

**b) Brief about:**

- i. ‘implement’ keyword
- ii. ‘extends’ keyword
- iii. Non-static method(s)
- iv. ‘this’ keyword
- v. JRE
- vi. Inheritance
- vii. Class PATH
- viii. Encapsulation
- ix. Generic Servlets
- x. Exception Handling