



# GLOBAL

## Institute of Engineering & Technology

Beside Moinabad Police Station, Chilkur (V), Moinabad (M), R.R. Dist. Telangana - 501 504

JNTUH(U6)

### EXAMINATION ANSWER SHEET

Name of the Student : P. Sai Anil Kumar H.T. No. : 20UG190538

Course : Btech Department CSC Year II Semester II Mid Exam : I/II

Subject : Java Theory / Practical, Date of Examination 12/08/22

No. of additional Used \_\_\_\_\_ Signature of the Student with date: [Signature]

Signature of the Invigilator with date: [Signature] Marks secured : 9

Signature of Evaluator : [Signature] Total No. of Marks : 10

(START WRITING FROM HERE)

ans

#### Exception Handling:

When an error occur in a piece of code then we call it as an exception.

To remove this exception from that code then we need a another code we call it exception handling.

In Java programming we have 5 different keywords.

they are  
Try, catch, throw, throws, finally.

Try: this block consist of program instructions in which the exception present it monitors every part of code and then thrown.

Catch: this block catch the exception which is thrown from the try block or manually thrown by Java runtime directly to catch block.

throw: this block is used when a user want to

If in a method there are several exceptions we have to use throws keyword and separated commas.

Finally: If a user want to execute the code completely then he have place that code after try block by finally keyword.

eg:

```
class Demo {  
    public void temp() throws IllegalAccess exception
```

```
    {  
        System.out.println("Inside temp method");
```

```
        throws new IllegalAccess exception ("this is an  
        Illegal Access Exception");
```

```
    public static void main (String Arg []) {
```

```
        try
```

```
        {  
            temp();
```

```
        }  
        catch (Exception e)
```

```
        {  
            System.out.println(e);
```

```
        }  
    }
```

O/P

4ans

## Inter thread communication:

It is the process of communicating / communication between the threads to complete the execution. through this the execution completes faster.

In this we have 3 methods namely

wait();

notify();

notifyAll();

wait(): It says the called thread to wait and the resource, so it sleeps for a while until the next thread goes on.

notify(): It notify the sleeping thread in a method

notifyAll(): it notify all the sleeping thread in a method and it makes sure that no two threads are colliding; it allow, one by one.

2ans

## Creating threads:

A thread is a step by step process of execution.

We can create a thread by ways

i) By extending thread class.

```
class Multi extends Thread {
```

```
public static void main (String Arg ());  
Multi t1 = new Multi ();  
t1.start ();
```

O/p

thread is running

(ii) By implementing Runnable Interface

```
Class Multi3 implements Runnable {  
    public void main ();  
}
```

```
System.out.println ("thread is running");
```

```
public static void main (String Arg ());
```

```
Multi3 m1 = new Multi3 ();
```

```
Thread t1 = new Thread (m1);
```

```
t1.start ();
```

O/p

thread is running.



*FX*

B. Tech. II Year II Semester II Mid-Term Examinations, AUGUST – 2022  
**(Java Programming)(CS405PC)**

Objective Exam

NAME P. Jai Anil Kumar HALL TICKET NO

2 0 0 6 1 A 0 5 3 8

Answer all the questions. All questions carry equal marks. Time: 20min. 10 marks.

I choose correct alternative:

1.	Code to activate a thread is written in ..... method			[ C ]
A. init	B. read	C. run	D. none	
2.	Statement using which an exception can be thrown			[ B ]
A. try	B. throw	C. throws	D. catch	
3.	..... layout displays each component on window one at a time.			[ B ]
A. Flow	B. Card	C. Border	D. none	
4.	All components are placed in a .....			[ B ]
A. Main component	B. Container	C. Window	D. all the above	
5.	The code written in ..... Block will be executed for sure			[ C ]
A. catch	B. try	C. Finally	D. none	
6.	Event is caused by			[ C ]
A. source	B. monitor	C. listener	D. none	
7.	Every event should implement			[ C ]
A. listener	B. handler	C. both	D. none	
8.	There are ..... types of events			[ D ]
A. 2	B. 3	C. 4	D. 5	
9.	Mouse events are of ..... types			[ D ]
A. 2	B. 3	C. 4	D. 5	
10.	In MVC architecture, V stands for			[ C ]
A. Vision	B. Visual	C. View	D. none	

## II Fill in the Blanks:

11.	MVC stands for .....mode...view.....Controller
12.	Mouse events like moving and dragging mouse should implement ....mouse.....listener interface
13.	MAX_PRIORITY value is .....10....
14.	Methods used in inter thread communication are ...wait... and ...notify, ... notify all
15.	MIN_PRIORITY value is .....0.....
16.	Thread synchronisation can be done in .....2..... Ways
17.	Throws keyword needs to be placed at .....function
18.	Every try block should have its respective catch... block.
19.	Try placed within another try is called ...nested try....
20.	ITC stands for ...inter.....thread... communication

Note:- Mention (CO & Blooms Taxonomy Level ) for each question

K1-Remembering; K2-Understanding; K3-Appling; K4-Analyzing; K5-Evaluating; K6-Creating