

UNIVERSITI TUN HUSSEIN ONN MALAYSIA

FINAL EXAMINATION SEMESTER II SESSION 2010/2011

COURSE NAME

DURATION

INSTRUCTION

: JAVA PROGRAMMING

COURSE CODE : BIT 3383

PROGRAMME : BACHELOR OF INFORMATION TECHNOLOGY

EXAMINATION DATE : APRIL / MAY 2011

: 3 HOURS

: ANSWER ALL QUESTIONS.

THIS QUESTION PAPER CONSISTS OF FIVE (5) PAGES

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BIT3383

		BIT3383				
Q1	State	FOUR (4) characteristics of Java.				
			(4 marks)			
Q2	(a)	What is the correct signature of the main method?				
Q2	(a)	what is the concet signature of the main method?	(2 marks)			
	(b)	When dealering the stretched which we difference for the second				
	(b)	When declaring the main method, which modifier must come first, publi or static?	С			
			(2 marks)			
	(c)	What parameters does the main method define?				
	(-)		(2 marks)			
	-					
Q3	Consider the following code snippet:					
		int i = 500 ; int n = i++ $\$5$;				
	(a)	State the values of i and n after the code is executed.	() montra)			
			(2 marks)			
	(b)	0 1				
		(i++), you use the prefix version (++i)).	(2 marks)			
			(2 marks)			
Q4	Refer	Refer to the array statement below:				
	char letters[] = {'A','B','C','D','E','F'};					
	(a)	What is the index of 'C'?	(1			
			(1 mark)			
	(b)	What is the index for the last data in the array?	<i>/</i> / / / /			
			(1 mark)			
	(c)	Write a statement in Java code to refer to element ' E' in the array.				
			(1 mark)			
	(d)	Write a statement in Java code to print all the data in the array.				
			(2 marks)			

Q5 Given the following class, called NumHolder, write some code that creates an instance of the class, initializes two member variables, and then displays each values.

```
public class NumHolder {
    public int anInt;
    public double aDouble;
}
```

(5 marks)

Q6 Rewrite the following program segment using if/else statements.

```
switch(car)
{
    case 1:
    case 2: System.out.println("Perodua Alzaa\n");
        break;
    case 3: System.out.println("Proton Exora\n");
        break;
    case 4: System.out.println(Naza Ria\n");
        break;
    case 5:
    case 6: System.out.println(Perodua Viva\n");
        break;
    default: System.out.println("Unknown\n");
}
```

(5 marks)

Q7 Based on the statement below:

```
class Z {
    private int A, B;
    public double C (double b){
    B=b;
    return (B * B);
    }
    public int D (int a, int b){
    A=a; B=b;
    return (A * B);
    }
}
```

(a) Identify class name, attributes and operations.

(4 marks)

(b) Initialize an object from the class z. Call the method c and D through the created object.

(4 marks)

(c) Explain the concept of constructor.

(4 marks)

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Q8 Explain whether method overloading is used in the following program.

```
class A {
  public void display(){
   System.out.println("Java");
  }
  public class B extends A {
   public void display(){
     System.out.println("Hi");
   }}
  class obj1 {
    public static void main (String[] args){
        B b = new B();
        b.display();
   } }
```

(4 marks)

Q9 By using the following class programs, explain how polymorphism works in Java.

```
class School extends Building {
}
class Building extends Architecture {
 public void display() {
    System.out.println("Building");
 } }
class Architecture {
 public void display() {
    System.out.println("Architecture");
 } }
class obj {
  public static void main (String[ ] args ){
           School school = new School();
            school.display();
            Building building = new Building();
           building.display();
            Architecture architecture = new Architecture();
           architecture.display();
  }
     }
```

(10 marks)

Q10 Based on the following GUI:

:

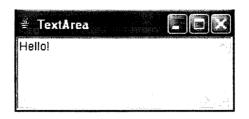


Figure Q10

Create a program which includes a class called SampleTextArea.

(Hints: There is a 4 row x 30 character text area containing "Hello!").

(15 marks)

Q11 Based on the following Calculator GUI:

🛎 Calo	ulator					
0.0						
7	8	9	+ ***			
4	5	6	-			
^{о 1}	2	3	*			
0		n an <mark>H</mark> airt An Stairt	1			

Figure Q11

Create a program using a grid layout to position the digit and operator buttons in a frame that contains a class called CalculatorGUI. There is a text field at the top of the frame (used to display the results) and a 4 by 4 grid of buttons. A label can also be used to display the results.

(30 marks)