



DHARMSINH DESAI UNIVERSITY, NADIAD
FACULTY OF TECHNOLOGY
SECOND SESSIONAL
SUBJECT: (IT 510) CORE JAVA TECHNOLOGY

Examination : B.TECH - Semester - V
Date : 09/09/2016
Time : 12:45 am to 02:00 pm

Seat No. :
Day : Friday
Max. Marks : 36

INSTRUCTIONS:

1. Figures to the right indicate maximum marks for that question.
2. The symbols used carry their usual meanings.
3. Assume suitable data, if required & mention them clearly.
4. Draw neat sketches wherever necessary.

-
- Q.1** Do as directed. **[12]**
- (a) _____ is responsible to manage the life cycle of an applet. **[1]**
 - (b) The _____ tag is used to start an applet from both an HTML document and from an applet viewer. **[1]**
 - (c) _____ method used to change the text in a Label object. **[1]**
 - (d) The abbreviation of AWT is _____. **[1]**
 - (e) _____ is the container that contains title bar and can have MenuBar, whereas _____ is the container that doesn't contain title bar and MenuBar. **[2]**
 - (f) When does exception handling should not be used? Explain your answer. **[2]**
 - (g) What are the disadvantages of not using a layout manager? **[2]**
 - (h) Is there any case when finally block will not be executed? If yes, then mention them. **[2]**
- Q.2** Attempt *ANY TWO* from the following. **[12]**
- (a) What are the advantages of using exception handling? Also, explain java exception propagation with an appropriate java program. **[6]**
 - (b) How does applet differ from applications? Also, explain life-cycle of an applet with an appropriate java program. **[6]**
 - (c) What will be the output of the following programs? Explain your answer in detail. **[6]**
 - i.)

```
class NewClass1 {
    public static void main (String[] args) {
        try {
            System.out.println("Welcome to Java");
            return;
        }
        finally {
            System.out.println("The finally clause is executed");
        }
    }
}
```
 - ii.)

```
class NewClass2 {
    public static void main(String args[]){
        try {
            throw -1;
        }
        catch(int e) {
            System.out.println("Exception is" + e);
        }
    }
}
```

Q.3 Explain following questions. [12]

- (a) Write a java application which performs counter operations as shown in fig.1. [6]
- (b) Write a java application which performs the multiplication and division of two numbers. Create Menu named as Calculator. In these menus add two MenuItems named as Add and Mul. Set CardLayout for this application that contains two cards. On clicking Add menu item, first card should be displayed which performs addition. On clicking Mul menu item second card should be displayed which performs multiplication. Take appropriate AWT components for labeling, taking input from user and performing operations. [6]

OR

Q.3 Explain following questions. [12]

- (a) Write a java application which performs arithmetic operations as shown in fig.2. [6]
- (b) Write a java application for employee registration form, which also displays entered details in TextArea when user clicks on Submit button. [Note: use Button, Choice, Checkbox, CheckboxGroup, Label, TextField etc. components]. [6]

Fig. 1:

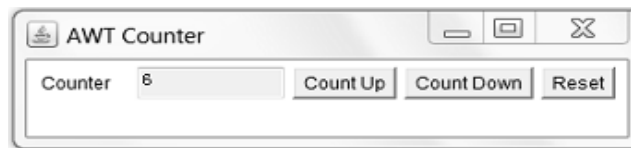


Fig. 2:

