Bachelor of Science (B.Sc. I.T.) Semester—IV (C.B.S.) Examination
JAVA PROGRAMMING
Paper—II

Time : Three Hours]   [Maximum Marks : 50

N.B. :— (1)   All questions are compulsory and carry equal marks.

(2)   Draw neat labeled diagrams wherever necessary.

1.   **EITHER**

(a)   Explain different features of Java.   5

(b)   Explain different primitive data types in Java.   5

OR

(c)   What is operator ? Explain arithmetic and conditional operators.   5

(d)   Write a program in Java to accept two numbers through keyboard and swap them.   5

2.   **EITHER**

(a)   Write usage of constructor. Explain constructor overloading in Java with suitable program.   5

(b)   What is inheritance ? Explain single inheritance with suitable program.   5

OR

(c)   Explain the following :—

(i)   Access specifier

(ii)   Java Class Library.   5

(d)   What is interface ? Where is it used ? Explain with a suitable example.   5

3.   **EITHER**

(a)   How would you create Java Applet ? Explain Java Applet with example.   5

(b)   What is thread ? Explain life cycle of thread.   5

OR

(c)   What is a package ? Explain how to create package in Java with suitable program.   5

(d)   What is exception ? Why should we use exception handling ? List the hierarchy of exception classes.   5

(Contd.)

4. **EITHER**

   (a) What is event handling ? Explain MouseEvent class.   5

   (b) Write short notes on :—

      (i)   Font object

      (ii) Layout Manager.   5

OR

   (c) What is drawing and filling in Java ? Explain with program.   5

   (d) Write a program in Java using Frame to display menu 'File' with menu item 'New' 'Close' and 'Exit' and 'Edit' menu with item 'Cut', 'Copy' and 'Paste'.   5

5. (a) Explain scope of variable in Java.   2½

   (b) Write a program to count number of characters in a given string.   2½

   (c) Write a Java program which demonstrates passing parameter to applet.   2½

   (d) Write a program that create window application for drawing circle on a flame.   2½