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SHRI BHAGUBHAI MAFATLAL POLYTECHNIC

Question Bank PT#2

Course: Programming in Java **Program:** Information Technology

Course ode: PRJ190901 **Semester:** III

1.	Compare a class and an interface in Java with brief description (3 Points) – **Each point with description = 1 mark**	3
2.	State the advantages of "packages" and demonstrate how to write, compile and execute a packaged program.	4
3.	Draw access specifier table of Java and describe each in brief. **(Drawing table -2M, description -2M)**	4
4.	Give the functionality of the following keywords of Java with code snippets: **(working = 0.5M and code snippet=1M)** (i) try (ii) catch (iii) throw (iv) throws (v) finally	3
5.	Explain Java's way of achieving multiple inheritance with suitable example program.	4
6.	Distinguish between a normal method and an overridden method. Write one example program for overridden method. (distinguish – 1M, program-2M)	3
7.	Enlist the steps of creating a user defined Exception and write a program to achieve the same. **(Steps -1M, Program-2M)**	3/4
8.	Compare a process and a thread with suitable examples. (Any 3)	3
9.	Explain the working of the following Thread methods with signature (Any Two) [**working = 0.5M and code snippet=1M]** (i) currentThread() (ii) start() (iii) run() (iv) setName() (V) getName() (vi) sleep() (vii) setPriority() (viii) getPriority()	3
10.	Write a program to create a thread by extending Thread class. Also describe it briefly. **(program-3M, description-1M)**	4
11.	Write a program to create a thread by implementing Runnable interface. Also describe it briefly. **(program-3M, description-1M)**	4
12.	A real-world program from Multithreading (creating user threads as per given problem statement). Practice Programs=> divisible by 7, even/odd numbers, to find number of words of a string, etc.	6
13.	Explain the life cycle of an Applet with appropriate example program.	6
14.	Explain the process of passing parameters to an applet with suitable program. (Explanation-1M, program-2/3M)	3/4
15.	Briefly describe any 3 AWT classes.	3
16.	Describe the following terms in brief: (Any 2) (i) event (ii) event source (iii) event listener (iv) Event class	3
17.	Describe the working of Event Delegation Model with suitable diagram and example. **(description-2M, diagram – 0.5M, example -0.5M)**	3
18.	Describe the following Layout Managers in brief with suitable examples: (any two)	3

	(i) Flow Layout (ii) Border Layout (iii) Grid Layout (iv) null layout	
19.	Explain the need of Adapter class in AWT/Swing. Write one example program.	4
20.	Describe the role of following event listeners with suitable examples: (Any 2) (i) ActionListener (ii) MouseListener (iii) KeyListener (iv) MouseMotionListener	4
21.	Explain the following GUI components with atleast 2 constructors and 2 member methods:(Any 2) (i) Label (ii) Button (iii) TextField (iv) Frame/JFrame	4
22.	Describe in brief the difference between AWT and Swing (Any 3)	3
23.	A real-world program from GUI i.e. Applet/Frame/JFrame. i.e. simple calculator/Login Frame	6

Note:

- The example program should not be exact copy of PPTs. Class names, variable names, method names should be given by you.
- Programming Problem Statement answer should not be copied from others. If similar program (copy) is found all the candidates having same answer will get 0 marks.
- In the answer sheet, the answer of next question should be started immediately after completion of previous answer. There should be no unnecessary gap between answers as well as small cut outs of answers.
- Practice questions for programming has been discussed in the lectures/practicals.

All The Best