





- 24. Switch case
- 25. HTML Applet Tag

### UNIT III

**V. Answer all questions. 5 x 1 = 5 marks**

- 26. What are packages in Java?
- 27. List out the features of OOPs.
- 28. What is the use of drawstring () in Java applet?
- 29. What is JVM?
- 30. Name the types of error (syntax, runtime or logical error) in each of the following case given below:

- (i) Division by a variable that contains a value of zero.
- (ii) `int a[] = new int[6];`  
`a[7] = 14;`

### UNIT IV

**VI. Define and differentiate the following 5 x 2 = 10 marks**

- 31. Applications and Applets
- 32. Extends and Implements
- 33. Platform dependent and Platform Independent
- 34. 1D array and 2D arrays
- 35. Source code and Byte code

**VII. Answer *any FIVE* questions. 5 x 2 = 10 marks**

- 36. What is an exception? What are the different types of exceptions in Java? How are they handled? Explain.
- 37. Describe the life cycle of an applet. Explain the different methods used.
- 38. What is meant by command line arguments? Write a program to read two numbers as command line arguments and find their product.
- 39. What are constructors? Write an example.
- 40. Compare Java and C++
- 41. What is the use of Java AWT package? Explain.
- 42. Which are the three types of comments used in Java?

43. Explain with a neat diagram the steps of creating and executing a Java program.

**VII. Answer *any TWO* of the following.**

**2 x 10 = 20 marks**

44. Write a Java program to find the factors of a given integer.
45. Write a program to find the number of vowels in a character array.
46. Write a program to find the largest and smallest values in an array of numbers.
47. Write a program to multiply two matrices.