Total No. of Questions: 6

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Enrollment No.....



Faculty of Science

End Sem (Odd) Examination Dec-2018 BC3EC01 Programming in JAVA

Programme: B.Sc. (CS) Branch/Specialisation: Computer Science

Maximum Marks: 60

Duration: 3 Hrs.

Note: All questions are compulsory. Internal choices, if any, are indicated. Answers of Q.1 (MCQs) should be written in full instead of only a, b, c or d.

With x = 0, which of the following are legal lines of Java code for 1Q.1 i. changing the value of x to 1?

```
I. x++;
              II. x = x + 1; III. x += 1; IV. x =+ 1;
```

- (a) I, II and III
- (b) I and IV
- (c) I, II, III and IV
- (d) II and III
- How can we identify whether a compilation unit is class or 1 interface from a .class file?
 - (a) Java source file header
 - (b) Extension of compilation unit
 - (c) We cannot differentiate between class and interface
 - (d) The class or interface name should be postfixed with unit type
- What is false about constructor?
 - (a) Constructors cannot be synchronized in Java
 - (b) Java does not provide default copy constructor
 - (c) Constructor can be overloaded
 - (d) "this" and "super" can be used in a constructor
- What is the output of this program?

1

1

class main class {

```
public static void main (String args[]) {
       int x = 9;
       if (x == 9) {
          int x = 8;
          System.out.println(x);
(a) 9
                               (b) 8
```

- (c) Compilation error
- (d) Runtime error

P.T.O.

(a) A Simple Applet

public void paint(Graphics g) {

(b) A Simple Applet 20 20

1

- (c) Compilation Error
- (d) Runtime Error
- viii. Which of these functions is called to display the output of an applet?

g.drawString("A Simple Applet", 20, 20);

(a) display()

- (b) paint()
- (c) displayApplet()
- (d) PrintApplet()
- ix. What is a listener in context to event handling?
 - (a) A listener is a variable that is notified when an event occurs
 - (b) A listener is a object that is notified when an event occurs
 - (c) A listener is a method that is notified when an event occurs
 - (d) None of these
- x. The following are the advantages of _____. 1
 - I. It is lightweight.
 - II. It supports pluggable look and feel.
 - III. It follows MVC (Model View Controller) architecture.
 - (a) Swing

- (b) AWT
- (c) Both (a) and (b)
- (d) None of these
- Q.2 i. Explain the following in brief:
 - (a) JVM
 - (b) JRE
 - i. What is the purpose of "this" keyword? Explain it with the help of example. **6**

[3]

OR	iii.	Write a java program to print odd and even numbers from an array.	6
Q.3	i. ii.	What do you mean by Jagged array? Write a program to perform different operations on Strings using methods of String class. (at least 8 methods)	3
OR	iii.	What is constructor overloading? Explain it by using suitable example.	7
Q.4	i. ii.	Explain the lifecycle of a thread. What are the uses of exception handling in Java? Write a program using Java that handles an exception "Entry of negative age of a person"	3 7
OR	iii.	Write steps for creating child threads using thread class and runnable interface. Write a program for any one.	7
Q.5	i. ii.	Explain the AWT Class hierarchy. What do you mean by layout manager? Explain Border layout using suitable example.	4
OR	iii.	Explain any three AWT controls using suitable example.	6
Q. 6	i. ii.	What is Event-Dispatcher-Thread (EDT) in Swing? Write a program to create calculator for addition, subtraction, multiplication and division using swing control.	3 7
OR	iii.	What are the major components of java's event delegation model? Briefly explain.	7

Marking Scheme

BC3EC01 Programming in JAVA

Q.1	i.	With $x = 0$, which of the following are legal lines of Java code for	1
		changing the value of x to 1?	
		I. $x++$; II. $x = x + 1$; III. $x += 1$; IV. $x =+ 1$;	
i		(a) I, II and III	
	ii.	How can we identify whether a compilation unit is class or interfa	1
		ce from a .class file?	
		(a) Java source file header	
	iii.	What is false about constructor?	1
		(c) Constructor can be overloaded	
	iv.	What is the output of this program?	1
		class main_class {	
		<pre>public static void main (String args[]) {</pre>	
		$\inf x = 9;$	
		$if (x == 9) \{$	
		int x = 8; System.out.println(x);	
		}	
		}	
		}	
		(c) Compilation error	
	v.	What exception thrown by parseInt() method?	1
		(d) NumberFormatException	
	vi.	Thread priority in Java is?	1
		(a) Integer	
	vii.	What is the Message is displayed in the applet made by this progra	1
		m?	
		import java.awt.*;	
		import java.applet.*;	
		public class myapplet extends Applet {	
		public void paint(Graphics g) {	
		g.drawString("A Simple Applet", 20, 20);	
		}	
		}	
		(a) A Simple Applet	
	viii.	Which of these functions is called to display the output of an apple	1
		t?	
		(b) paint()	
	ix.	What is a listener in context to event handling?	1

		multiplication and division using swing control.		•
	11.	_)11,	
Q. 6	i. ii.	Event-Dispatcher-Thread (EDT) in Swing Program to create calculator for addition, subtraction	nn	3 7
0.6	i		,	3
OR	iii.	Any three AWT controls using suitable example 2 marks for each	(2 marks * 3)	6
ΩD	;;;	Border layout using suitable example	4 marks	4
	ii.	Layout manager	2 marks	6
Q.5	i.	AWT Class hierarchy.		4
		runnable interface. Write a program for any one.		
OR	iii.	Write steps for creating child threads using the	read class and	7
		Program using Java	5 marks	
	ii.	Uses of exception handling in Java	2 marks	7
Q.4	i.	Lifecycle of a thread.		3
		Example.	5 marks	
OR	iii.	Constructor overloading	2 marks	7
		of String class 1 mark for each method	(1 mark * 7)	
	ii.	Program to perform different operations on Strings	using methods	7
Q.3	i.	Jagged array		3
		6 marks for complete program		
OR	iii.			6
	11.	Example.	4 marks	U
	ii.	Purpose of "this" keyword	2 marks	6
Q.2	i.	(a) JVM (b) JRE	2 marks 2 marks	4
0.2		() IN/IM	2 1	4
		(a) Swing		
	х.	(b) A listener is a object that is notified when an ever The following are the advantages of	ent occurs	1
			ent occurs	