655 Register No.: ☐

October 2018

[N.B: (1) Q.No. 8 in PART – A and Q.No. 16 in PART – B are compulsory.
Answer any FOUR questions from the remaining in each PART – A
and PART – B

(2) Answer division (a) or division (b) of each question in PART – C.

(3) Each question carries 2 marks in PART – A, 3 marks in Part – B
and 10 marks in PART – C.]

PART – A

1. List any two applications of OOPS.

2. Define keyword. Give an example.

3. What is the use of continue statement?

4. Define constructor.

5. Write the use of _this_ keyword.

6. Define applet. List its types.

7. Write any two advantages of streams.

8. Draw the flow diagram of _while_ loop.

PART – B

9. List any three differences between procedure oriented programming and object oriented programming.

10. Write short notes on java comments.

11. Explain about _if-else_ statement.

12. What is wrapper class? Explain.

13. Explain about final method.

14. Define interface. Give its syntax.

15. List any two thread methods and state their use.

16. Write the name of any two system packages and state their use.

[Turn over.....

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PART – C

17. (a) (i) Explain any three basic concepts of OOPS.
    (ii) Explain about JDK.

    (Or)

    (b) Explain any five java features.

18. (a) Explain in detail about java operators.

    (Or)

    (b) (i) Explain about *for* loop.
    (ii) Define vector. Explain any two vector methods.

19. (a) Explain any five string methods with examples.

    (Or)

    (b) (i) Define class. Explain it with syntax and an example.
    (ii) Explain about multi level inheritance.

20. (a) Explain how will you create and access a package.

    (Or)

    (b) Explain any five event listeners.

21. (a) Define exception. Explain about exception handling with an example program.

    (Or)

    (b) (i) Explain the life cycle of thread with neat diagram.
    (ii) Explain about byte stream class.

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