

704

Register No.:

April 2019

Time – Three hours
(Maximum Marks: 75)

- [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. Define class.
2. What is separator? Give an example.
3. Define constant. List its types.
4. What is the use of append() method?
5. What is abstract class?
6. Write the use of label.
7. Define stream. List its types.
8. Draw the flow diagram of *while* loop.

PART – B

9. List any three JDK tools and give their use.
10. Define type casting. Explain its types.
11. List any two vector methods and give their use.
12. Define constructor. Explain it with syntax and example.
13. What is final variable and final method?
14. Explain about applet tag.
15. Write a note on thread scheduling.
16. Explain about Java comments.

[Turn over.....]

PART – C

17. (a) (i) List the differences between procedure oriented programming and object oriented programming.
(ii) Explain about polymorphism and dynamic binding.

(Or)

- (b) Explain any five Java features.

18. (a) (i) Explain any five Java operators.
(ii) Explain about else-if ladder.

(Or)

- (b) (i) Explain about the creation of one dimensional array.
(ii) Explain any five methods of array list.

19. (a) Explain about string class.

(Or)

- (b) Explain hierarchical and multilevel inheritance.

20. (a) Explain how will you create and accessing a package. Give example.

(Or)

- (b) (i) Explain any three methods of graphics class.
(ii) What is layout manager? Explain its types.

21. (a) Explain briefly about exception handling.

(Or)

- (b) (i) Explain thread life cycle with neat diagram.
(ii) Explain about character stream classes.
