14. (a) Discuss about Life cycle of a thread.

Or

(b) Write short notes on : Applet Tag.

15. (a) Discuss about Drawing Lines and Rectangles in java with examples.

Or

(b) Discuss in detail, character stream classes in java.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Write a Java program to illustrate the use of Command Line arguments.

17. Write a Java program to explain the concept of methods overloading.

18. Explain about *string* methods and *stringbuffer* methods in java with suitable illustrations.

19. Describe the syntax of exception handling code with examples.

20. Explain about Random access file handling in Java with example program.

—————

OBJECT ORIENTED PROGRAMMING USING JAVA

(For those who joined in July 2008 and after)

Time : Three hours   Maximum : 75 marks

SECTION A — (10 × 1 = 10 marks)

Answer ALL questions

Choose the correct answer.

1. ————————— are the basic runtime entities in an object-oriented system.

   (a) Functions   (b) Objects

   (c) Classes   (d) Methods

2. ————————— enables to run java applets.

   (a) Appletviewer   (b) Javac

   (c) Javadoc   (d) AppletRunner

3. ————————— is a 'logical AND' operator in java.

   (a) &   (b) &&

   (c) | (d) ||

4. ————————— enables an object to initialize itself when it is created.

   (a) Destructor   (b) Constructor

   (c) Switch   (d) Virtual function

5. A/An ———————— is a group of contiguous of related data items that share a common name.

   (a) Index   (b) Array

   (c) File   (d) Constructor

6. The ———————— statement can be used to search a list of packages for a particular class.

   (a) Import   (b) Search

   (c) Find   (d) Trace

7. The ———————— state means that the thread is ready for execution and is waiting for the availability of the processor.

   (a) Running   (b) Runnable

   (c) Newborn   (d) Ready

8. Whenever the Java compiler displays an error, it will not create the ———————— file.

   (a) .Java   (b) .exe

   (c) .obj   (d) .class

9. The ———————— method can be used to draw a circle or an ellipse in Java.

   (a) drawOval ( )   (b) drawCircle ( )

   (c) drawEllipse ( )   (d) drawGraphics ( )

10. The ———————— packages contains a large number of stream classes that provide capabilites for processing all types of data.

    (a) Java.stream   (b) Java.io

    (c) Java.class   (d) Java.fileS

SECTION B — (5 × 7 = 35 marks)

Answer ALL questions,Choosing either (a) or (b).

11. (a) Explain how java differs from C and C++.

    Or

    (b) Write short notes on : Java Development Tools.

12. (a) Write a Java program to find the biggest number among THREE input numbers.

    Or

    (b) Discuss about Nesting of methods with examples.

13. (a) Write a java program to implement addition of two input matrices.

    Or

    (b) Discuss briefly on : Defining and extending interfaces in Java.