Printed Pages : 3

Roll No. ....

322553(22)

BE (5th Semester)
Examination, Nov.-Dec., 2018

(New Scheme)

Programming in Java

Time Allowed : 3 hours   *Maximum Marks* : 80
Minimum Pass Marks : 28

Note :   (i) Part (a) of each question is compulsory.
Attempt any **two** parts from (b), (c) and (d).
(ii) The figures in the right-hand margin indicate
marks.

1. (a) Define JAVA. Explain Java virtual machine
in brief.   [2]

    (b) Explain the features of Java and Java
program structure.   [7]

    (c) Differentiate between method overloading
and method overriding with example.
                                                 [7]

    (d) Define Java Tokens. Explain various
statements defined in Java with example.   [7]

2. (a) Write short notes on throw, throws and final
keyword.   [2]

(2)

   (b) Explain the concept of abstract class and
interface with an example.   [7]

   (c) Create a used defined exception class which
throws Exception when the user input marks
greater than 100.   [7]

   (d) Define Package. Briefly explain how a user
defined package can be created with an
example.   [7]

3. (a) Define Thread. Which exception is
generated when thread is interrupted?   [2]

    (b) Explain the life cycle of thread. In how many
ways can a thread be created in Java?
Explain with example.   [7]

    (c) Differentiate between string and string
builder. Briefly explain string class methods. [7]

    (d) Define Byte Stream and Character Stream.
Write a program to read the contents of file. [7]

4. (a) Define Applet. Explain how it is different
from an application and its life cycle.   [2]

    (b) Define Event. Explain Event Delegation
Model in brief.   [7]

    (c) Define Sockets. Write a program to
demonstrate a simple TCP client-server
interaction.   [7]

(Continued)

(d) Explain in brief steps for Java Database Connectivity with a sample program. [7]

5. (a) Explain Wrapper classes in brief with example. [2]

(b) Explain any five AWT controls in brief with example. [7]

(c) Write a Java program to handle all the mouse events. [7]

(d) Write short notes on Layout Manager and Remote Method Invocation. [7]

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