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| Q. 1 | a) | What is mean by software development process? | [4] |
|  | b) | Explain syntax of a programming language. | [2] |
| **OR** | | | |
| Q. 2 | a) | Explain software development environments for language. | [4] |
|  | b) | Write a note on L-value and R-value. | [2] |
| Q. 3 | a) | What is difference between late binding and early binding? Explain with suitable example. | [3] |
|  | b) | Explain different parameter passing with example. | [3] |
| **OR** | | | |
| Q. 4 | a) | What is difference between recursive call and ordinary call of a program?  How recursive subprogram acts as an important sequence control structure in programming? | [4] |
|  | b) | Explain the concept of aliasing. | [2] |
| Q. 5 | a) | Explain the concept abstract data types. | [3] |
|  | b) | What is difference between union and structure? | [3] |
| **OR** | | | |
| Q. 6 | a) | Explain Java features in brief. | [4] |
|  | b) | What do you mean by class in Java? | [2] |
| Q. 7 | a) | Explain the overview of software design methods. | [4] |
|  | b) | Explain JVM in java. | [2] |
| **OR** | | | |
| Q. 8 | a) | Explain primitive data types in Java. | [4] |
|  | b) | Explain the concept of encapsulation in c++ with suitable example. | [2] |
| Q. 9 | a) | What is a constructor in Java? Explain different types of constructors with example. | [6] |
|  | b) | Explain method overloading in Java | [7] |
| **OR** | | | |
| Q. 10 | a) | Explain different types of inheritances in Java? | [7] |
|  | b) | Explain with example command line argument in Java. | [6] |
| Q. 11 | a) | Explain try-catch block with example. | [7] |
|  | b) | Explain HTML applet tag. Write a few of its attributes. | [6] |
| **OR** | | | |
| Q. 12 | a) | Explain the role and importance of finally. Give suitable example | [6] |
|  | b) | How to manage I/O in Java? Explain with suitable example | [7] |

**Best of Luck!!**