

- Q.26 Differentiate between throw and throws.
Q.27 Differentiate between Java applets and Java applications.
Q.28 Discuss in brief implementation of multiple inheritance through interface.
Q.29 Write a short note on Java Virtual Machine.
Q.30 Write a short note on declaration of array in Java.
Q.31 Write a short note on method overloading.
Q.32 Discuss about managing input-output stream.
Q.33 Give the syntax of switch statement. Also explain with example.
Q.34 Write a short note on building application with JDK.
Q.35 Discuss about creating and running a thread.

SECTION-D

- Note:** Long answer type questions. Attempt any two questions out of three questions. (2x10=20)
Q.36 Write a program in Java to find whether the given number is prime or not. Use a constructor.
Q.37 Explain various features of Java in detail.
Q.38 Discuss different types of if statements with example.

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6th Sem / Branch : Comp. IT Sub.: Programming in Java

Time : 3Hrs.

M.M. : 100

SECTION-A

Note: Multiple choice questions. All questions are compulsory (10x1=10)

- Q.1 Properties are implemented using _____ in Java.
a) Methods b) Variables
c) Interfaces d) All of above
- Q.2 Which one of the following is now a Java feature?
a) Object-oriented
b) Use of pointers
c) Portable
d) Dynamic & Extensible
- Q.3 Which one of the following is Equality operator in Java?
a) >= b) <=
c) != d) +=
- Q.4 Which statement is true about Java?
a) Java is sequence-dependent programming language
b) Java is code dependent programming language.
c) Java is a platform-dependent programming language
d) Java is a platform - independent programming language.

- Q.5 Which of the following is not an OOPS concept in Java?
- a) Polymorphism b) Inheritance
 - c) Compilation d) Encapsulation
- Q.6 Which one of the following is not an access modifier?
- a) Protected b) Void
 - c) Public d) Private
- Q.7 Which of the following is not a decision making statement?
- a) If b) If-else
 - c) Switch d) Do-While
- Q.8 Name of a Class, Variable, Method or an Interface in Java language is called?
- a) Argument b) Value
 - c) Identifier d) None of the above
- Q.9 Creating an object from a class is also called ____.
- a) Initializing b) Instantiating
 - c) Interfacing d) None of the above
- Q.10 A Java class can contain ____.
- a) Variables
 - b) Methods, Constructors
 - c) Inner Classes (A class inside another class)
 - d) All the above

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SECTION-B

Note: Objective type questions. All questions are compulsory. (10x1=10)

- Q.11 What do you mean by keyword 'This'?
- Q.12 Define encapsulation?
- Q.13 Use of increment operator is ____.
- Q.14 What is meant by byte code.
- Q.15 Define exception.
- Q.16 Give name on one procedural language.
- Q.17 Mention one limitation of Java applet.
- Q.18 How many catch block can we use with one try block.
- Q.19 What is meant by constructor.
- Q.20 What is the major difference between interface and classes.

SECTION-C

Note: Short answer type questions. Attempt any twelve questions out of fifteen questions. (12x5=60)

- Q.21 Differentiate between C and C++.
- Q.22 state differences between JAVA and C++.
- Q.23 Write a short note on try-catch.
- Q.24 Explain applet capabilities in brief.
- Q.25 Write a program in Java to print factorial of a number.

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