

- Q.31 Discuss the steps involved in developing and running a local applet.
- Q.32 Define an object. How object is created.
- Q.33 Where do we use 'Throw' statement and why. Give its example.
- Q.34 Write a short note on Java packages.
- Q.35 Differentiate between static variable and instance variable.

Section D

Note : Long answer Questions. Attempt any two Questions out of three Questions. (2x10=20)

- Q.36 Discuss in detail defining, extending and implementing interface with an example.
- Q.37 How can we add an applet to an HTML file.
- Q.38 Explain the method overloading and method overriding with an example.

No. of Printed Pages : 4 120863/030865D/31454
Roll No.....

Comp., IT
Subject : Programming in Java

Time : 3 Hrs.

M.M. : 100

SECTION-A

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

- Q.1 In standalone Java applications, which method is mandatory?
- a) Main method
 - b) Show method
 - c) Display method
 - d) Print method
- Q.2 A function in C language is similar to what in Java language?
- a) Method
 - b) Member
 - c) Variable
 - d) None of the above
- Q.3 To successfully overload a method in Java, the method names must be _____.
- a) Same
 - b) Different
 - c) Same or different
 - d) None
- Q.4 Every Statement in Java language should end with a ?
- a) Dot or Period
 - b) Comma
 - C) Semicolon
 - d) Colon
- Q.5 Which one of the following is an Unary operator in Java?

- a) () b) *
- c) + d) ++
- Q.6 Which of the following is not a valid jump statement?
a) break b) goto
c) continue d) return
- Q.7 On which platforms Java runs?
a) Windows b) Mac OS
c) UNIX d) All of these
- Q.8 which of these keywords are used for the block to be examined for exceptions?
a) Check b) Throw
c) Catch d) Try
- Q.9 What is the extension of Java code files?
a) .js b) .txt
c) .class d) .java
- Q.10 Which component is used to compile, debug and execute the java programs?
a) JRE b) JIT
c) JDK d) JVM

Section B

Note: Objective types Questions. All Questions are compulsory. (10x1=10)

- Q.11 A collection of similar items is called _____.
Q.12 Define the term class.
Q.13 Write one advantage of object oriented program.

- Q.14 Give one difference between applet and application program.
- Q.15 Can an applet class have a constructor (True or False)
- Q.16 Why is Java known as platform neutral language.
- Q.17 Define the term package.
- Q.18 What is meant by exception handling.
- Q.19 OOP stands for _____.
Q.20 Is polymorphism supported in Java. (True/False)

Section C

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

- Q.21 What are command line arguments.
Q.22 Compare Java with C++.
Q.23 Define a variable. How a variable is declared in Java.
Q.24 Write a short note on memory management in Java.
Q.25 Write a short note on thread control methods.
Q.26 Discuss about creating your own exception classes.
Q.27 Differentiate between throw and throws.
Q.28 Differentiate between procedure oriented programming vs object oriented programming.
Q.29 Explain common Java exceptions.
Q.30 Write a short note on data types of Java.