

- 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.

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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.