

SUMMER-2017

UNIT 1

Q.1 a) What is operator? Explain the different types of operators. **(6)**

b) Differentiate between procedural language and object oriented language. **(7)**

Q.2 a) What is primitive data type conversion and how does it differ from casting? Explain it with an example. **(6)**

b) Write a java program that calculate sum of first 30 odd numbers. **(7)**

UNIT 2

Q.3 a) What command line argument? Explain with suitable example. **(6)**

b) What is method overloading? Write a java program to demonstrate method overloading. **(7)**

Q.4 a) Explain the difference between instance variables, local variables and class variables. **(6)**

b) What are classes and objects? Explain relationship between classes and objects. **(7)**

UNIT 3

Q.5 a) What is multilevel hierarchy? Explain with an example. How it is implemented in java? **(7)**

b) What is method overriding? Explain with an example. **(7)**

Q.6 a) Differentiate between:-

i. Abstract class and abstract method.

ii. Super and this keyword. **(7)**

b) Explain about:-

i) Final keyword. **ii)** Final method. **iii)** Final class. **(7)**

UNIT 4

Q.7 a) What is serialization and deserialization? Explain with an example. (6)

b) Write a java program to write the data into a file output stream. (7)

Q.8 a) Explain checked and unchecked Exception. List out them. (6)

b) What is Random Access File? Explain the methods of it. (7)

UNIT 5

Q.9 a) Explain the Life cycle methods of an applet. (6)

b) Write a simple applet to draw a filled circle within a outlined Rounded Rectangle and explain how to run it. (7)

Q.10 a) What are the various constructors and methods with color class? Explain in detail. (6)

b) What is an applet? Give the major differences between an applet and application. (7)

UNIT 6

Q.11 a) Explain about. (7)

- i. Adapter class,
- ii. Listener interfaces,
- iii. Registration methods

b) Print a message “Mouse Entered” when a mouse enters or “Mouse Exited” when a mouse leaves the applet. (7)

Q.12 a) Explain the methods of Graphics class used to draw Rectangle Rounded corners Rectangle, lines, Ellipses, Circle, and Polygon. (7)

b) Explain the procedure for creating menubar, menuitem and menu. (7)