

## **WINTER-2016**

### **UNIT-1**

**Q.1 a)** What are the rules for naming an identifier in java? **(6)**

**b)** Explain about:

**i.** Literals      **ii.** Operators      **iii.** Expressions. **(7)**

**Q.2 a)** Why java is also called as OOP language? **(6)**

**b)** Explain about Precedence Rules and Associativity. **(7)**

**Q.3 a)** Write a program in java to define a class. To create the objects and execute the methods of the respective object in java application. **(7)**

**b)** Explain the difference between instance variables, local variables and static variables. **(7)**

**Q.4 a)** Write a program in java to use of "this" to call one of the user-defined constructor and hidden attributes in the class. **(7)**

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

**Q.5 a)** What is package? Explain the procedure for creating user defined package. **(7)**

**b)** Explain about Enum Type. Explain with suitable example. **(6)**

**Q.6 a)** What is method overriding? Explain with an example. **(7)**

**b)** Explain about.

**i.** Abstract method

**ii.** Abstract class

**iii.** Concrete method

**iv.** Concrete class. **(6)**

**Q.7 a)** Explain about, Buffered Input Stream and Buffered Output Stream. **(7)**

**b)** Write a program in java to define the method as throws exception when the exceptions are not handled using try-catch construct inside the method. **(7)**

**Q.8 a)** Explain about Random Access File and read methods of it. **(7)**

**b)** What is Serialization and Deserialization? Explain with an example. **(7)**

**Q.9 a)** Explain about

**i.** get Document Base ( ) **ii.** get Code Base ( ) **(6)**

**b)** Explain about applet tag in detail. **(7)**

**Q.10 a)** What are the various constructors and methods associated with graphics class? Explain in details. **(6)**

**b)** Explain about Font and Font metrics class with its constructors and methods. **(7)**

**Q.11 a)** Explain about:

**i.** Adapter class

**ii.** Listener Interface

**iii.** Registration method. **(6)**

**b)** Write an Applet to use member Inner class. **(7)**

**Q.12 a)** Explain procedure for creating menubar, menuitem and menus. **(6)**

**b)** How to create Radio buttons, List Boxes and Textarea. **(7)**