

WINTER-2014

UNIT 1

Q.1 a) Explain the terms

- i.** Class **ii.** Object **iii.** Polymorphism
iv. Inheritance **v.** Type Casting **vi.** Literal Constant
vii. Encapsulation (7)

b) Explain the steps for executing a java program. What are the source files and byte code files? (7)

Q.2 a) Explain (7)

- i.** Do while **ii.** Switch **iii.** For
iv. While control statements

UNIT 2

Q.3 a) What is Garbage collection? How unused objects are cleaned-up with Garbage collector and finalization. (7)

b) What do you mean by constructor and parameterized constructor? Explain with proper example. (7)

Q.4 a) What is command line argument? Explain with suitable example. (6)

b) What is array? Explain types of array. How to declare 2 dimensional array and how to initialize it? (7)

UNIT 3

Q.5 a) Explain

- i.** CharAt() **ii.** Equals() **iii.** Trim
iv. Substring() **v.** Concat() (5)

b) What is inheritance? Explain multilevel inheritance with example. (7)

Q.6 a) Explain the necessity of StringBuffer class and any three methods of it. (6)

b) Explain package. Explain the procedure to create a user defined package. (7)

UNIT 4

Q.7 a) What is exception handling mechanism? Write an application which handles arithmetic and array index out of Bound Exception. (7)

Q.8 a) Explain the following terms:- (9)

- i)** try **ii)** catch **iii)** throw
- iv)** throws **v)** finally **vi)** Try-Catch Block
- vii)** Print Writer

b) What is serialization and de-serialization? Explain with an example. (6)

UNIT 5

Q.9 a) What is Applet? How does it differ from application? Explain life cycle of Applet? (7)

b) What do you understand by RGB color model? Discuss the all from of constructor of RGB color model. Discuss the two methods used to convert the color between RGB and HSB. (7)

Q.10 a) Write a simple applet to draw the rectangle using drawline () method and display the string "WELCOME" inside the rectangle and explain how to run it. (7)

b) What are various constructors associated with color class? Explain in detail. (6)

UNIT 6

Q.11 a) Explain procedures for creating menubar, MenuItem and Menu.

b) Create three manually exclusive check boxes with first check box on.

c) Create button labelled as "OK" and change label when a mouse enters or leaves the applet. (13)

Q.12 a) Print a message "Mouse entered or mouse excited when a mouse or leaves the applet. (5)

b) Explain: **i.** Action listener, **ii.** Mouse listener

iii. Window listener, **iv.** Key listener

v. Delegation event model, **vi.** Events

vii. Event sources, **viii.** Event listeners (8)