WINTER-2018

UNIT 1

- **Q.1 a)** Why Java is known as platform independent language? (6)
- **b)** Write a program to find largest among three numbers.

(7)

- **Q.2 a)** Explain steps for executing a Java program. **(6)**
- **b)** Describe various data types supported in Java with example. (7)

UNIT 2

- **Q.3 a)** What is the purpose of 'this' keyword? Explain with example. (7)
- **b)** What is constructor? Explain with example. (6)
- **Q.4 a)** How to declare two dimensional array? Explain how to initialize it. **(6)**
- **b)** Write a class student having data members name, Roll No. and branch of a student. Also declare the two methods i.e. getdata() and display() for taking the input and display the same. Write a Java code for display the information of a single student. (7)

UNIT 3

- **Q.5 a)** Explain the difference between abstract class and abstract method. (6)
- **b)** Explain the following with syntax.
- i. Length, ii. Concat(), iii. Substring(), iv. Indexoff() (8)
- **Q.6 a)** What is package? Explain the procedure for creating user defined package. (7)
- **b)** Explain multilevel inheritance with example. (7)

UNIT 4

- **Q.7 a)** List out various methods associated with file objects with example. **(6)**
- **b)** Write a Java program to read characters stream using File reader. (7)
- **Q.8 a)** Explain checked and unchecked Exceptions. List out them. (7)
- **b)** Write a Java program to write bytes to a file using file output stream. (6)

UNIT 5

- **Q.9 a)** Explain the difference between applet and application program. (8)
- **b)** What are the different parameter of applet tag. (6)
- **Q.10 a)** Write an applet program to draw rectangle using draw Line() method and display the string 'welcome' inside the rectangle. (8)
- **b)** Explain applet life cycle in detail. (6)

UNIT 6

- **Q.11 a)** Explain delegation event model with example. (7)
- **b)** Explain procedure for creating Menu bar, Menuitem and Menus. **(6)**
- **Q.12)** Write an applet to implement all the methods of mouse listener and mouse motion listener. (13)