WINTER-2013

UNIT 1

Q.1 a) Write 'for', 'do-while' and 'while' statements to compute the following sum 4 + 8 + 12 + 16 + ... + 80.   **(6)**

b) What is object oriented programming? How it is different from procedure oriented programming?   **(7)**

Q.2 a) Explain the steps for executing a java program. What are the source files and byte code files?   **(7)**

b) Write a java program to print the square of first 10 even numbers.   **(6)**

UNIT 2

Q.3 a) What are object and classes? Explain relationship between classes and objects.   **(7)**

b) What is constructor? Write a Java application which demonstrates constructor overloading.   **(6)**

Q.4 a) How to declare Two-dimensional arrays and also explain how to initialize it.   **(6)**

b) Explain the following:

i) Garbage Collector,   **ii)** Finalization.   **(4)**

UNIT 3

Q.5 a) Explain abstract classes with an example.   **(7)**

b) Design an enumeration for weekdays and print their corresponding description according to the traditional rules.   **(7)**

Description	Weekdays
Sun	Sunday
Moon	Monday
Mars	Tuesday
Mercury	Wednesday
Jupiter	Thursday
Venus	Friday
Satum	Saturday

Q.6 a) Explain 'final' keyword. Write an example to illustrate the use of final keyword. **(6)**

b) Explain with example the following String Operation: **(9)**

i) `substring ()` **ii)** `concat ()` **iii)** `trim ()`

iv) `charat()` **v)** `equals()` **vi)** `length`

UNIT 4

Q.7 a) Write a java program to read data to a file using `FileInputStream`. **(6)**

b) Write a Java application that handles multiple exceptions. **(6)**

Q.8 a) Write java program to read character stream using File Reader. **(7)**

b) Explain why scanner class is needed. Also illustrate use of scanner class with an example. **(5)**

UNIT 5

Q.9 a) Write an applet to demonstrate the use of `getParameter ()` method to pass parameters to your applet tag in HTML. **(6)**

b) Explain the following

i. `setBackground ()` & `getBackground ()`

ii. `Setforeground ()` & `getforeground ()`

iii. `getDocumentBase ()`

iv. `getCodeBase` **(7)**

Q.10 a) Explain the life cycle of an applet. And explain applet tag in detail. **(6)**

b) Write an applet to draw rectangle, rounded rectangles and a fill rectangle inside the applet's visible area. **(7)**

UNIT 6

Q.11 a) Explain the declaration, creation and use of following GUI objects

i. label   ii. Textfield   iii. Button   **(7)**

b) Explain delegation event model with an example.   **(5)**

Q.12 a) Write simple applet using lable, textfield and button GUI objects, when the user clock on the button, applet display the area of triangle.   **(7)**

b) What are Adapter classes? Write an applet that implements `mouseClicked()` of mouse Adapter and `mouseDragged ( )` method of Mouse Motion Adapter.   **(6)**