

SUMMER-2015

UNIT 1

Q.1 a) What is primitive data type conversion and how does it differ from casting explain it with an example. (6)

b) Explain the steps for executing a java program. What are the source files and byte code files? (6)

Q.2 a) explain various data type supported in java with example. (7)

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

UNIT 2

Q.3 a) Explain the following:

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

b) What is command line argument? Explain with suitable example. (4)

c) What is the purpose of 'this' keyword? Explain with example. (5)

Q.4 a) What is method overloading? Explain with the help of program. (6)

b) What is constructor? Write a Java application which demonstrates constructor overloading. (7)

UNIT 3

Q.5 a) Differentiate between string and string buffer class. Also explain the constructors of both the classes? (7)

b) Describe various visibility modifiers. (6)

Q.6 a) Explain the following terms with example:

i) Final method and final class

ii) Abstract method and abstract class. (10)

b) Explain; **i.** Chart **ii.** Equals **iii.** Trim (3)

UNIT 4

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

b) What is exception handling mechanism? Write an application which handles arithmetic and array index out of Bound Exception. (8)

Q.8) Write a program to find the properties of a file like path of the file, file exist or not, whether file or directory, length of the file, parent of the file, file last modified time. (14)

UNIT 5

Q.9 a) Write an applet to draw a filled circle within an outlined Rounded rectangle and explain how to run it. (6)

b) Explain any three methods of graphics class. (7)

Q.10 a) Write an applet to draw rectangle, rounded rectangles and a fill rectangle inside the applet's visible area. (7)

b) Explain font and font metric class with its constructor and methods. (7)

UNIT 6

Q.11 a) Explain delegation event model with an example. (6)

b) Print a message "Dragging Mouse at x,y" or moving mouse at x, y" in the status window when the mouse is dragged or moved respectively. (6)

Q.12 a) Integrate the procedure for creating MenuBar, Menu, MenuItem and checkable MenuItem on fram with example. (10)

b) Create button labeled as" OK" and change label on Button "Its OK". (3)