

WINTER-2015

UNIT 1

Q.1 a) Explain the steps for executing a Java program. What are the source and byte code files? (7)

b) Write 'for' 'do-while' and 'while' statement to compute the following sum $4 + 8 + 12 + 16 + \dots + 80$ (6)

Q.2 a) Write an application program to find out the greater number amongst the three numbers (Take input from user.) (7)

b) What is an operator? Explain the different types of operators. (6)

UNIT 2

Q.3 a) What is the purpose of 'this' keyword? Explain with suitable example. (7)

b) What is constructor? Write Java application which demonstrate constructor overloading. (6)

Q.4 a) What is an array? Explain different types of arrays with example. (6)

b) What is command line arguments? Explain with example. (7)

UNIT 3

Q.5 a) What is inheritance? Explain different types of inheritance in detail. (7)

b) Explain final method and final class with example. (7)

Q.6 a) Differentiate between abstract class and abstract method. (6)

b) Explain the following methods of string class with syntax.

i) charAt () **ii)** equals ()

iii) concat () **iv)** toUppercase () (8)

UNIT 4

Q.7 a) Write a Java program that handles multiple exception. (7)

b) List out various methods associated with file objects and explain with an example. (6)

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

b) Explain the following terms:

i) try **ii)** catch **iii)** throw

iv) throws **v)** finally **vi)** exceptions. (6)

UNIT 5

Q.9 a) Explain applet tag and applet life cycle. (6)

b) Write an applet to draw rectangle, rounded rectangles and fill rectangles inside applet visible area. (7)

Q.10 a) Explain difference between applet and application program. (6)

b) Explain the following:

i) Set Background () and get Background ()

ii) Set Foreground () and get Foreground () (7)

UNIT 6

Q.11 a) Write an applet using label, text field, button GUI objects, when the user click on button, applet displays area of square. (8)

b) Explain delegation event model with example. (6)

Q.12 a) Create a button labelled as "OK" and change label on button to "ITS OK", when click. (6)

b) Explain: **i)** Action Listener **ii)** Mouse Listener

iii) Window Listener **iv)** Key Listener. (8)