WINTER-2017

UNIT 1

Q.1 a) What is an operator? Explain about precedence and associativity of an operator. **(7)**

b) Write a java program that calculate sum of digits of given number. **(6)**

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

b) Write a java program to find out the largest number amongst the three number using conditional or ternary operator. **(6)**

UNIT 2

Q.3 a) What is the purpose of 'this' keyword? Explain use of 'this' to call one of the user defined constructor and hidden attributes in the class. **(7)**

b) What is an array? Write a program in java to sort elements of given array in ascending order. **(6)**

Q.4 a) What is Constructor? Write a java application which demonstrate the concept of constructor overloading. **(7)**

b) Write a java program to find out the Sum and average of any five number using command line argument. **(6)**

UNIT 3

Q.5 a) What is inheritance? Explain and demonstrate multiple inheritance with an example. **(8)**

b) Differentiate between:

   i. Abstract class and Abstract method.

   ii. Final class and Final method. **(6)**

Q.6 a) What is package? Explain the procedure for creating user defined package in java. **(8)**

b) What is method overriding? Explain the concept of method overriding with an example. **(6)**

UNIT 4

Q.7 a) What is an Exception handling mechanism? Write an application which handles Arithmetic and Array Index. Out of Bound 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 write the data into a file using File Writer class. **(7)**

b) Explain checked and unchecked exception. List out them. **(6)**

UNIT 5

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

b) What are the various constructor and methods associated with graphics class? Explain in detail. **(6)**

Q.10 a) Write an applet program to draw polygon object using drawLine( ) method and display polygon inside applet area. **(7)**

b) Explain in detail about:

   i. getDocumentBase( ),   **ii.** getCodeBase( ). **(6)**

UNIT 6

Q.11 a) Write an applet program to draw three button object with label as Red, Blue and Green. When user click on any of the button change the back ground color of applet as red, blue or green. **(8)**

b) Explain Event Delegation Model in java with example. **(6)**

Q.12 a) Explain in procedure for creating menubar, menuitem and menu in java using awt package. **(8)**

b) Explain about: **(6)**

   i. Action Listener. **ii.** Window Listener. **iii.** Key Listener.