

SUMMER-2019

UNIT 1

Q.1 a) Explain Basic features of Java which makes it powerful language. (7)

b) Write Program with control constructs 'for' do-while' and while statements to compute the sum of square of first 20 even numbers. (6)

Q.2 a) Explain various data types supported by Java. (7)

b) Explain type conversion and casting with example and also differentiate between them. (6)

UNIT 2

Q.3 a) What is constructor? Write Java program to take proper use of constructor and methods to calculate area and perimeter of rectangle. (7)

b) Explain the uses of 'this' keyword in Java with examples. (6)

Q.4 a) What is array? How to pass one dimensional array to method explain with example. (6)

b) Write java program to find out largest between three integer numbers by using command line arguments. (7)

UNIT 3

Q.5 a) What is method overloading? Differentiate between method overloading and overloading. (7)

b) Define a class name as motor vehicle with data members model Name, model No. Model price, and method display () to show details about the vehicle. Define another class name car that inherits the class motor vehicle and having data member discount Rate and method discount () to compute discount. Create the class Motor vehicle and car with suitable constructor and display the details about car and discount. (7)

Q.6 a) Differentiate between

i. Abstract class and interface.

ii. Final Class and Final Method. (7)

b) What is package? Explain how to create user defined package in Java. (7)

UNIT 4

Q.7 a) What is Exception? Explain various techniques of exception handling. (7)

b) What is Random Access File? Explain method of it. (6)

Q.8 a) Explain following keywords.

i. try and catch

ii. throw and throws (7)

b) Write a java program to read the contents of a file byte by byte and copy it into another file. Get the names of the files from user through standard input. (6)

UNIT 5

Q.9 a) Write applet program to draw big oval and two small ovals inside it, and set different color to each components, set background color black. (6)

b) Differentiate between applet and application. (7)

Q.10 a) Explain following methods.

i. paint (), update (), repaint ()

ii. get Document Base (), get CodeBase (). (7)

b) Explain Life cycle methods of Applet with examples. (6)

UNIT 6

Q.11 a) Write a Java Application to create a file menu with menu item like New open, Save, Print and Close. (7)

b) Explain Mouse Listener and Mouse Motion Listener interface in event delegation model. (7)

Q.12 a) What do you mean by adapter class? Explain in detail. (7)

b) Write a simple program that accepts two integer numbers via text fields objects and after pressing (add) button the sum numbers should be displayed in text – area object. (7)