SUMMER-2016

UNIT 1

Q.1 a) Explain the steps for executing a Java Program. **(7)**

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

Q.2 a) Write a Java program to print sum of first 20 odd numbers. **(6)**

UNIT 2

b) Why Java is known as platform-independent language? **(7)**

Q.3 a) What is constructor? Write Java application which demonstrates constructor overloading. **(7)**

b) What are objects and classes? Explain relationship between classes and objects. **(6)**

Q.4 a) Explain: **i)** Garbage collection, **ii)** Finalization. **(6)**

b) Write a simple Java program which initialized 5×5 matrix and then display the same on screen in matrix form. **(6)**

UNIT 3

Q.5 a) What is inheritance? Explain multilevel inheritance with example. **(7)**

b) Explain difference between abstract class and abstract method. **(7)**

Q.6 a) Describe various visibility modifiers. **(6)**

b) Explain the following methods with syntax:

i) length ( ), **ii)** concat ( ), **iii)** substring ( ), **iv)** indexof ( ). **(8)**

UNIT 4

Q.7 a) Explain: **i)** try, **ii)** catch, **iii)** throw, **iv)** throws, **v)** finally, **vi)** exception. **(6)**

b) Write a Java program to write data to a file using `FileOutputStream`. **(8)**

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

UNIT 5

Q.9 a) Explain difference between applet and application program. **(6)**

b) What are the different parameters of applet tag? **(7)**

Q.10 a) Explain any three methods of graphic class. **(6)**

b) Write an applet program to draw rectangle using drawline ( ) method and display the string 'Welcome' inside the rectangle. **(7)**

UNIT 6

Q.11 a) Explain:

i) Event sources, **ii)** Event listener, **iii)**MouseListener,

iv) KeyListener. **(7)**

b) Explain procedure for creating Menubar, menuitem and Menu. **(6)**

Q.12 Write an applet program to implement all the methods of mouse listener and mouse motion listener. **(13)**