

## **WINTER-2019**

### **UNIT-1**

**Q.1 a)** Write for, do-while and while statement to computer the following sum  $4 + 8 + 12 + 16 + \dots + 80$ . (7)

**b)** Why java is known as platform impudent language. (6)

**Q.2 a)** Write an application program to find out the largest number among the three numbers using conditional & ternary operator. (7)

**b)** List out various component of java program and explain each of them in brief. (6)

### **UNIT-2**

**Q.3 a)** What is the purpose of 'this' keyword? Explain with suitable example. (6)

**b)** How to declare two dimensional array and how to initialize it? (7)

**Q.4)** What is constructor? Write java application which demonstrates concept of constructor overloading. (7)

**b)** What is command line argument? Explain with example. (6)

### **UNIT-3**

**Q.5 a)** Differentiate between- (7)

**i)** Abstract class and abstract method.

**ii)** Final class and final method.

**b)** What are package? How they are created? Illustrate with an example. (7)

**Q.6 a)** Explain multilevel inheritance with example. (7)

**b)** What is method overriding? Explain with an example (7)

## UNIT-4

**Q.7 a)** Explain following terms: (6)

- i)** try                      **ii)** catch                      **iii)** throw  
**iv)** throws              **v)** finally

**b)** What is exception handling mechanism? Write an application which handles arithmetic and array index out of Bound Exception. (7)

**Q.8 a)** List out various method associated with the file object and explain with an example. (7)

**b)** Write a java program to read character stream using file reader. (6)

## UNIT-5

**Q.9 a)** Explain the file cycle methods of an applet. (6)

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

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

**b)** Explain about HTML applet tag. (7)

## UNIT-6

**Q.11 a)** Write an applet program to implement all method of mouse listener and mouse motion listener. (7)

**b)** Explain procedure for creating menu item and menus. (7)

**Q.12 a)** Explain delegation model with example. (7)

**b)** Write an applet that accept the user name via Text field object. When user presses the Enter key the applet displays "Welcome <user name>" with <user name> replaced with actual name entered by user. (7)