SUMMER-2018

UNIT 1

Q.1 a) Justify each of the following statements above java:

   i. Java is operating system independent

   ii. Java is safe and secure.

   iii. Java is small and simple. **(6)**

b) Write a Java program to print the square of first 20 odd numbers. **(7)**

Q.2 a) Describe various data types supported in java with example. **(7)**

b) Write 'for', 'do-while' and 'while' statements to compute the following product $1 * 2 * 3 * \ldots \ldots * 25$ **(6)**

UNIT 2

Q.3 a) What is method overloading? Explain with the help of program. **(6)**

b) What is array? Explain types of array. How to declare two dimensional array and how to initialize it? **(7)**

Q.4 a) Explain the difference between class data value and instance data value with an example. **(6)**

b) What is constructor? Write Java application which demonstrate constructor overloading. **(7)**

UNIT 3

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

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

Q.6 a) What is an interface? Explain with an example. Differentiate it with an abstract class. **(7)**

b) Explain abstract classes with an example. **(7)**

UNIT 4

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

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

Q.8 a) Write a Java program to read character stream using file Reader. **(6)**

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

UNIT 5

Q.9 a) Explain difference between applet and application program. **(7)**

b) Write an applet to draw rectangle, rounded rectangles and fill rectangles inside applet visible area. **(6)**

Q.10 a) Explain graphic class and color class in detail and also with its constructor and methods. **(7)**

b) Write an applet to demonstrate use of getparameter ( ) method to pass parameters to your applet from applet tag in HTML. **(6)**

UNIT 6

Q.11 a) Explain Delegation model with example. **(7)**

b) Write a simple applet using label, textfield and Button GUI objects, when the user click on button the applet will display the area of triangle. **(7)**

Q.12 a) Explain: **(7)**

   i. Event Sources   **ii.** Event Listener