

SUMMER – 2023

UNIT-1

Q.1 a) Explain the steps of executing a java program, also write simple Java program to display “Hello World”. (6)

b) Write a java program to print the square of first 10 even numbers. (7)

Q.2 a) Write a program to find largest number amongst the three number using conditional or ternary operator. (7)

b) Define operators? Explain different types of operators used in Java language. (6)

UNIT-2

Q.3 a) Explain difference between instance variables, local variables and static variables with an example. (7)

b) Write a class student having data members name, roll_no and branch of a student. Declare one constructor to initialize above data members and one display() method to display the information of a single student. (7)

Q.4 a) Describe the “this” keyword to call a constructor from another constructor with an example. (7)

b) Write a JAVA program to demonstrate method overloading. (7)

UNIT-3

Q.5 a) What is package? Explain the procedure for creating user defined package. (7)

b) Explain about :

i) Abstract class

ii) Super keyword

iii) Final keyword

(6)

- Q.6 a)** Describe multilevel inheritance with an example. (7)
- b)** Explain the concept of method overriding with an example. (6)

UNIT-4

Q.7 a) What is an exception handling mechanism? Write a program to handle following exception.

- i) Divide by zero
- ii) Array Index out of Bound. (8)

b) Write a program to create and delete a file object. (6)

Q.8 a) List out the checked and unchecked exception in Java. (7)

b) Write a java program to write the data into a file using file writer class. (7)

UNIT-5

Q.9 a) What is an Applet? How does it differ from an application and also explain life cycle of an applet. (6)

b) Write an applet program to draw circle using drawOval() method and also display the string "SGBAU" inside the circle. (7)

Q.10 a) Explain in detail about :

- i) getDocumentBase()
 - ii) getCodeBase() (6)
- b)** Explain about an applet tag in detail. (7)

UNIT-6

Q.11 a) Explain delegation event model with an example.

(6)

b) Write an applet program to draw two button object with label as Red and Green when user click on a particular button then background color will be change. (7)

Q.12 a) Write an applet program to create radio button. (7)

b) Explain about :

i) Action Listener

ii) Window Listener

iii) Key Listener.

(6)