

WINTER-2012

UNIT 1

Q.1 a) Explain the following terms:-

- i. Class ii. Inheritance iii. Polymorphism **(6)**

b) Write an application program to find out the greater number amongst the three numbers (Take the input from userside) **(7)**

Q.2 a) What is object oriented program? How is different from procedure oriented program? **(6)**

b) Write 'for' do-while' and 'while' statement to computer the following sum: $4 + 8 + 12 + 16 + \dots + 80$ **(7)**

UNIT 2

Q.3 a) How can we initialize of an object? Explain in detail. **(7)**

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

Q.4 a) Create a class student having data member having data members name, Roll No. and branch () and display () for taking the input and display the same. Write a complete Java code for display the information of a single student. **(7)**

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

UNIT 3

Q.5 a) What is inheritance? Explain different types of inheritance in detail. **(7)**

b) What is runtime polymorphism? Explain with suitable example. **(7)**

Q.6 a) Differentiate: between:-

i. Abstract class and Abstract method

ii. Super keyword and this keyword **(7)**

b) What do you mean by package? Explain the procedure for creating user defined package. **(7)**

UNIT 4

Q.7 a) Write a Java application which will illustrate exception handling in Java. (7)

b) List out the various methods associated with file object and explain each of them in brief. (6)

Q.8 a) What do you understand by Exception and explain each of them. (7)

b) Write a java program to read data to a file using File Input Stream. (6)

UNIT 5

Q.9 a) What is Applet class? Where is it located? List out any five Applet methods and explain each in brief. (7)

b) Explain get Document Base () and get Code-Base () methods with suitable example. (6)

Q.10 a) Write simple applet to draw the rectangle using drawline () method and display the string "WELCOME" inside the rectangle and explain how to run it. (7)

b) Explain Graphic class and Color class in detail. (6)

UNIT 6

Q.11 a) explain the following terms:-

i. Section Listener interface,

ii. Window Listener. (7)

b) Write simple applet using Label, Textfield and Button GUI objects, when the user click on the button, applet display the area of triangle. (7)

Q.12 a) Write a simple applet to implement all the methods of mouse listener and mouse motion listener. (14)