AM-124

April-2015

S.Y.B.C.A., Sem.-IV

CC-210 : CORE Java

Time : 3 Hours]   [Max. Marks : 70

Instruction : Draw diagram wherever necessary.

1. (a) Answer the following :   **8**
    (1) Explain Java Environment with diagram.
    (2) Explain in detail : Bitwise Operators in Java
                    OR
    Answer the following :
    (1) List and explain the features of Java.
    (2) Explain in detail : JOptionPane class for GUI Input
    (b) Answer the following :   **6**
    (1) Write a short note on main() method of Java.
    (2) Explain constructors in Java with example.
                    OR
    Answer the following :
    (1) What is method overloading in Java ?
    (2) Write a short note on static variables in Java.

2. (a) Answer the following :   **8**
    (1) List and explain with example any four methods of Character class.
    (2) Explain in detail : Arrays class.
                    OR
    Answer the following :
    (1) Explain in detail : StringBuffer class.
    (2) Can we pass array to methods ? Explain with example.
    (b) Answer the following :   **6**
    (1) Write a short note on switch statement in Java.
    (2) Write a short note on Integer class.
                    OR
    Answer the following :
    (1) Write a short note on while loop in Java.
    (2) Can we convert a string to number ? If yes, explain with example.

3. (a) Answer the following :   **8**
    (1) Explain Exception handling in detail.
    (2) Explain Abstract class with example.
                    OR

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Answer the following :

(1) Can we create our own Exception ? If yes, explain with example.

(2) Explain Interface with example.

(b) Answer the following : 6

(1) Explain finally block in Exception handling with example.

(2) Explain the keyword 'extend' with example.

OR

Answer the following :

(1) Explain method overriding with example.

(2) 'A subclass cannot override final methods in its super class'. Explain this statement.

4. (a) Answer the following : 8

(1) Explain life cycle of Applet.

(2) Explain the use of Runnable interface with example.

OR

Answer the following :

(1) Explain life cycle of Thread.

(2) Explain in detail : Access modifiers in Java.

(b) Answer the following : 6

(1) Explain any three methods of Thread class.

(2) Write a short note on Attributes of Applet tag.

OR

Answer the following :

(1) Write a short note on Built-in Java packages.

(2) What is the difference between applet and application ?

5. Do as directed . 14

(1) Programs that are embedded in a Web page are called ____.

(2) _____ comments are a special case of block comments.

(3) The _____ method of String class determines whether two String objects are equivalent regardless of a case.

(4) Unicode value \u0000 is also known as ____.

(5) The _____ package is by default included in the Java program.

(6) The interface is used to implement the _____ concept of Java.

(7) A thread is executed by the ____ method of the Thread class.

(8) When data cannot be changed after a class is compiled, the data is constant. (T/F)

(9) If a class is named Employee, the class constructor is named Employee Constructor. (T/F)

(10) The method parseInt() converts an String to an integer. (T/F)

(11) Wrapper classes are defined under the java.lang package (T/F)

(12) You must place only a single statement within a try block. (T/F)

(13) A base class can also be called a super class. (T/F)

(14) The draw() method is used to draw an applet on the screen. (T/F)