969 Register No.:

April 2018

Time – Three hours
(Maximum Marks: 75)

[N.B: (1) Q.No. 8 in PART – A and Q.No. 16 in PART – B are compulsory. Answer any FOUR questions from the remaining in each PART - A and PART - B

(2) Answer division (a) or division (b) of each question in PART - C.

(3) Each question carries 2 marks in PART – A, 3 marks in Part – B and 10 marks in PART – C.]

PART – A

1. Define data encapsulation.
2. List any two benefits of OOPs.
3. Define constant. List its types.
4. What is abstract class?
5. What is the use of layout manager?
6. List the advantages of exception handling.
7. Define stream. List its types.
8. Draw the flow diagram of switch statement.

PART – B

9. Write a note on polymorphism.
10. What is type casting? Explain.
11. Explain about *do...while* loop.
12. What is meant by method overloading? Give example.
13. Define packages. Explain its types.
14. Explain any two methods of checkbox class.
15. Explain about thread scheduling.
16. Explain about Java comments.

[Turn over.....

PART – C

17. (a) Explain any five Java features.

(Or)

(b) (i) Explain how will you create and execute a Java program.
(ii) Explain about command line arguments.

18. (a) (i) Explain any three types of operators.
(ii) Explain *else-if* ladder with example.

(Or)

(b) Define vector. Explain the methods available in vector class.

19. (a) (i) Explain any three string buffer classes.
(ii) Explain about static members.

(Or)

(b) Explain any two types of inheritance with example.

20. (a) Explain Applet life cycle with neat diagram.

(Or)

(b) Explain any five methods of graphics class.

21. (a) (i) Explain try-catch block.
(ii) Explain any one method to define and run a thread with example.

(Or)

(b) (i) Write short notes on thread priority.
(ii) Explain character stream class.
