822

October 2017

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. List any two benefits of OOPs.

2. Write the use of JavaC and JdB commands.

3. Write the syntax to declare a two dimensional array.

4. What is the use of this keyword? Give an example.

5. What is abstract class? Give its syntax.

6. Define package. List its types.

7. Define thread scheduling.

8. Explain about conditional operator.

PART – B

9. Write the uses of identifiers and give an example of valid identifiers.

10. Write a note on Java comments.

11. What is meant by extending an interface? Explain.

12. List any two system packages and give their uses.

13. What is layout manager? List its types.

14. Explain the types of errors.

15. Define stream. List its advantages.

16. What is the use of break and continue statements?

PART – C

17. (a) Explain the basic concept of OOPs.

(Or)

(b) (i) Explain any three Java features.
(ii) Explain about command line arguments.

18. (a) (i) Describe about *else-if* ladder.
(ii) Explain about *for* loop.

(Or)

(b) Explain in detail about vector methods.

19. (a) (i) Explain any three string buffer methods.
(ii) Define class. Explain it with syntax and example.

(Or)

(b) (i) Explain about hierarchical inheritance with example.
(ii) Explain: (1)Final class (2)Abstract method.

20. (a) Explain how an applet is created and executed with example.

(Or)

(b) Explain about graphics class method.

21. (a) (i) Explain about try-catch block.
(ii) Explain the life cycle of thread with a neat diagram.

(Or)

(b) (i) Explain any five thread methods.
(ii) Describe about character stream class.