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Reg. No. : .....

Code No. : 41391 E      Sub. Code : SMCS 31

B.Sc. (CBCS) DEGREE EXAMINATION, APRIL 2019.

Third Semester

Computer Science — Main

JAVA PROGRAMMING

(For those who joined in July 2017 onwards)

Time : Three hours

Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answer :

1. The method having same name as that of it's class is \_\_\_\_\_  
(a) class                      (b) object  
(c) finalized                  (d) constructor
2. Which method can be defined only once in a program is?  
(a) static method              (b) private method  
(c) main method                (d) finalize method

3. \_\_\_\_\_ can be overloaded.  
(a) methods  
(b) constructors  
(c) arithmetic operators  
(d) all the above
4. The keyword \_\_\_\_\_, must be used to inherit a class.  
(a) super                      (b) this  
(c) extent                      (d) extends
5. \_\_\_\_\_ is not a part of exception handling.  
(a) try                          (b) finally  
(c) thrown                      (d) catch
6. Thread priority in Java is \_\_\_\_\_.  
(a) integer                      (b) float  
(c) double                      (d) long
7. Event class is defined in \_\_\_\_\_.  
(a) java.io                      (b) java.lang  
(c) java.net                      (d) java.util

Answer ALL questions, choosing either (a) or (b).

8. Which of these methods will respond when you click any button by mouse?
- Mouse Clicked ( )
  - Mouse Entered ( )
  - mouse pressed ( )
  - All the above
9. AWT expand
- Applet Windowing Toolkit
  - Abstract Windowing Toolkit
  - Absolute Windowing Toolkit
  - Abstract Window Tool
10. Which object can be constructed to show any member of choices in the visible window?
- Labels
  - Choice
  - List
  - Checkbox

11. (a) Describe the type conversion and casting features in Java.

Or

- (b) What are Data types? Explain the primary types with examples.

12. (a) What do you understand about static and final explain.

Or

- (b) Discuss about check box in AWT.

13. (a) What are packages? Explain access protection with examples.

Or

- (b) What are interfaces? Explain.

14. (a) Illustrate passing parameters to applet.

Or

- (b) Write about event listener interfaces.

15. (a) Describe the use of flow layout.

Or

(b) Illustrate the Graphic features.

PART C — (5 × 8 = 40 marks)

Answer ALL questions choosing either (a) or (b).

16. (a) Explain the class fundamentals with examples.

Or

(b) Describe constructors with an example program.

17. (a) Write a java program to demonstrate argument passing and returning objects.

Or

(b) Write a java program for multilevel hierarchy and discuss.

18. (a) Explain the features of exception handling.

Or

(b) How to create a thread and multiple threads? Explain.

19. (a) Explain :

(i) Applet display method

(ii) HTML APPLET tag.

Or

(b) Describe event classes. Give examples.

20. (a) Explain the features of AWT controls.

Or

(b) Describe AWT classes and the features of frame windows, color and fonts.

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