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Reg. No. :

Code No. : 21156

Sub. Code : JMC8
JMSI

B.Sc. (CBCS) DEGREE EXAMINATION, APRIL 2016

Third Semester

Computer Science / Software Engg. — Main

JAVA PROGRAMMING

(For those who joined in July 2016 onward#)

Time : Three hours

Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answer :

1. The _____ operator is used to access instance variables and method of class objects.

- (a) Instance of (b) Size of
(c) Comma (,) (d) Dot (.)

Java Compiler translates source code into what is known as _____ instructions.

- (a) Assembly (b) Machine
(c) High-level (d) Byte code

A package is a collection of _____.

- (a) Classes (b) Interfaces
(c) Editing tools (d) Classes Interface

Multiple inheritance is implemented through _____.

- (a) Package (b) Interface
(c) Array (d) None of the above

The subclass is otherwise called as _____.

- (a) Protected classes (b) Derived class
(c) Public class (d) Private class

If an exception occurs within the _____ block, it is thrown.

- (a) Catch (b) Try
(c) Thrown (d) None of the above

7. The drawArc () method designed to draw takes _____ arguments.
- (a) Two (b) Four
(c) Six (d) Eight
8. The _____ method is called each time applet's output must be redrawn.
- (a) Repaint () (b) Destroy ()
(c) Draw () (d) Paint ()
9. The _____ package contains a number of stream classes that provides capabilities for processing all type of data.
- (a) Java.io (b) Java.stream
(c) Java.Input (d) Java.Output
10. The _____ class is used to create Pop-up list of items from which the user can choose.
- (a) Choice (b) List
(c) Label (d) Check

PART B — (5 × 5 = 25 marks)

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

Each answer should not exceed 250 words.

- (a) Discuss about data types in Java with examples.

Or

- (b) Discuss about one-dimensional arrays in java with example.

- (a) How do you invoke a constructor? Explain.

Or

- (b) What is Inheritance? Explain about single inheritance.

- (a) Write short notes on java packages creation.

Or

- (b) Explain about try and catch with example.

- (a) Explain about <applet> tags with example.

Or

- (b) Explain Mouse Event handling.

15. (a) Discuss checkbox group in AVOT.

Or

(b) Explain about tables with example.

PART C — (5 × 8 = 40 marks)

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

Each answer should not exceed 600 words.

16. (a) Discuss Multidimensional array in Programming.

Or

(b) Describe the use of different kinds of operators in Java with suitable illustrations.

17. (a) Explain about,

(i) Argument passing

(ii) Returning objects.

Or

(b) Write a Java Program to implement multilevel inheritance.

18. (a) Explain about suspending, resuming and stopping threads with examples.

Or

(b) Explain about `isAlive ()` and `join ()` with example.

- (a) Discuss about Applet architecture and skeleton.

Or

- (b) Explain about,
- (i) Any four html tag
 - (ii) Passing parameters to applets.
- (a) Write about the following with example program.
- (i) Drawline
 - (ii) Button in Java AWT.

Or

- (b) Write about,
- (i) Text field
 - (ii) Menu bars in AWT.
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