Reg. No. ☐☐☐☐☐☐☐☐

BSCCSC 357

Credit Based Sixth Semester B.Sc. Degree Examination, September 2022
(2020-21 and Earlier Batches)
COMPUTER SCIENCE
Java Programming (Elective – II)

Time : 3 Hours   Max. Marks : 80

PART – A

1. Answer **any ten** of the following :   **(2×10=20)**

   a) What is Java Bytecode ?

   b) What is Polymorphism ?

   c) Mention any two ways of writing comments in java.

   d) How to create and instantiate a one dimensional array ? Give an example.

   e) Write the syntax to create a class in java.

   f) What is abstract class ?

   g) How to define a package ?

   h) What is the purpose of isAlive() method in case of threads ?

   i) List any four types of exceptions on java.

   j) What is an Applet ?

   k) What is an event ? Give an example.

   l) List the key items of a swing GUI.

P.T.O.

PART – B

Answer **any one full** question from **each** Unit : **(4×15=60)**

Unit – I

2. a) Explain console input and output operations in java.

   b) Explain primitive data types available in java.

   c) Explain switch statement with syntax and example. **(5+5+5)**

3. a) Explain structure of java programs with example.

   b) Explain different forms of if statement with syntax and example.

   c) Explain automatic type conversion with example. **(5+6+4)**

Unit – II

4. a) Explain different ways of initializing an array with an example.

   b) Explain classes and objects with suitable example.

   c) Explain the access modifiers with example. **(5+5+5)**

5. a) Explain command line arguments with example.

   b) Explain method overloading with an example.

   c) Explain single inheritance with example. **(5+5+5)**

Unit – III

6. a) Define interface. Explain how to create and implement interface with an example.

   b) Explain the purpose of synchronization.

   c) Explain any five built-in exceptions of Java. **(5+5+5)**

7. a) Explain different states of a thread.

   b) Explain how to create user defined exceptions in Java with example.

   c) Explain different API packages available in Java .   **(5+5+5)**

Unit – IV

8. a) How does an applet differ from stand-alone program ? Explain.

   b) Explain different Event Listener Interfaces.

   c) Explain the process of adding and removing components to a
      container.   **(5+5+5)**

9. a) List and explain methods defined by applet .

   b) Explain the use of JTextField and any four methods associated with it.

   c) Explain different methods associated with buttons.   **(5+5+5)**

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