1   Answer following MCQ :   **20**

(1)   Thread priorities are _____ that specify the relative priority of one thread to another.

   (a)   characters   (b)   integers

   (c)   doubles   (d)   all of above

(2)   _____ is executed from the top down.

   (a)   if   (b)   while

   (c)   for   (d)   do ... while

(3)   _____ must be registered to receive notifications about a specific type of event.

   (a)   source   (b)   object

   (c)   listener   (d)   none of the above

(4) JVM is an _____ for byte code.

    (a) interpreter   (b) compiler

    (c) both (a) and (b)   (d) none of the above

(5) In inheritance subclass cannot access _____ members of super class.

    (a) public   (b) protected

    (c) default   (d) private

(6) Using _____ Java allows you to fully utilize the "one interface, multiple methods" aspect of polymorphism.

    (a) inheritance   (b) interface

    (c) package   (d) multi threading

(7) Java's stream-based I/O is built upon _____ abstract classes.

    (a) two   (b) three

    (c) four   (d) five

(8) IPv6 uses a _____ value to represent an address.

    (a) 32-bit   (b) 64-bit

    (c) 128-bit   (d) 256-bit

(9) _____ is generated when a scroll bar is manipulated.

    (a) Container Event

    (b) Action Event

    (c) Component Event

    (d) Adjustment Event

(10) _____ is a passive control of AWT.

    (a) label   (b) push button

    (c) check box   (d) all of above

(11) String Tokenizer constructor's maximum parameters are _____.

    (a) one   (b) two

    (c) three   (d) four

(12) Java defines _____ integer types.

    (a) one   (b) two

    (c) three   (d) four

(13) AWT stands for _____

    (a) abstract window tools

    (b) abstract window toolkit

    (c) advance window toolkit

    (d) abstract window tools

(14) _____ class creates an Input Stream that you can use to read bytes from a file.

    (a) Byte Input Stream

    (b) Filter Input Stream

    (c) File Input Stream

    (d) File Reader

(15) _____ method of Thread Class, wait for a thread to terminate.

   (a) is Alive( )   (b) run( )

   (c) start( )   (d) join( )

(16) _____ keyword is used to prevent method overriding.

   (a) native   (b) final

   (c) volatile   (d) transient

(17) Java exception is managed by _____ keywords.

   (a) two   (b) three

   (c) four   (d) five

(18) _____ can be used inside any method to refer to the current object.

   (a) super   (b) this

   (c) final   (d) static

(19) update( ) method in an applet calls _____

   (a) init( )   (b) start( )

   (c) paint( )   (d) destroy( )

(20) Mouse Listener interface defines _____ methods.

   (a) one   (b) two

   (c) three   (d) five

2 Answer following questions :

(A) Write any three out of six : **6**

(1) What is Garbage Collection?

(2) Explain: JPassword Field

(3) What is an Applet?

(4) How to use the Gregorian Calendar Class?

(5) What do you mean by Dynamic Method Dispatch?

(6) Explain the need of throws statement in Exception Handling.

(B) Write any three out of six : **9**

(1) List and explain types of access modifiers.

(2) Differentiate between Method Overriding and Method Overloading.

(3) Write a note on Java Features.

(4) Explain: Datagram Packet and DatagramSocket

(5) Write a note on Event Delegation Model.

(6) Explain show Status( ) method with an example.

(C) Write any two out of five: **10**

(1) What is an inheritance? List and explain types of inheritance.

(2) Explain in detail : Data input Stream, File input Stream

(3) Write a note on Graphics Class.

(4) How to create a thread? Explain with an example.

(5) Write a note on Package.

3 Answer following questions :

(A) Write any three out of six : **6**

(1) What is Deadlock?

(2) Write a note on Abstract Class.

(3) Explain the different use of break statement.

(4) What is the use of java.awt package?

(5) How to create user defined exception?

(6) Differentiate: Swing V/s AWT

(B) Write any three out of six: **9**

(1) Write a note on Array of Objects.

(2) Explain any two Layout Manager.

(3) What is Synchronization in Multi threading Programming?

(4) Why to use Key Listener interface in Applet development?

(5) What is an Interface?

(6) List and explain types of iteration statements.

(C) Write any two out of five: **10**

    (1) Write a note on Applet Life Cycle.

    (2) Explain in detail: static keyword

    (3) How to use Check box Group Class? Explain with an example.

    (4) Explain the use of File Class and its related methods.

    (5) List and explain types of operator used in JAVA.

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