



AAQ-003-004403

Seat No. _____

B. Sc. (I.T.) (Sem. IV) (CBCS) Examination

April / May – 2016

CS-21 Introduction to Java

Faculty Code : 003

Subject Code : 004403

Time : 2½ Hours]

[Total Marks : 70

- 1 Attempt following MCQ questions : **20**
- 1) System class belongs in _____ package.
(A) java.io (B) java.System
(C) java.lang (D) None
 - 2) _____ package should be import for network programming in Java.
(A) java.network (B) java.net
(C) java.Net (D) All of above
 - 3) _____ defines how the components will be arranged in a container.
(A) Layout Manager (B) Admin
(C) Frame (D) None
 - 4) Which of these operators is used to allocate memory for an object?
(A) new (B) malloc
(C) delete (D) calloc
 - 5) _____ consists a data and methods.
(A) Class (B) Vector
(C) Variable (D) None
 - 6) _____ and _____ classes are derived from Throwable class.
(A) Run and Exception
(B) Error and Exception
(C) Throw and Run
(D) None

- 7) Which of the following is a valid declaration of an object of class Box?
- (A) Box obj = new Box;
 - (B) Box obj = new Box();
 - (C) obj = new Box();
 - (D) new Box obj;
- 8) A class that is inherited is called a _____ .
- (A) Main class (B) Sub class
 - (C) Child class (D) Super class
- 9) A compiler converts the Java program into an intermediate language representation called _____.
- (A) Bytecode (B) Byte
 - (C) Byte class (D) Source code
- 10) Applets can be tested using the _____ tool included in the java Development Kit.
- (A) Appletviewer (B) Applet
 - (C) Java (D) Applet java
- 11) Which method is called first by an applet life cycle?
- (A) init() (B) start()
 - (C) stop() (D) paint()
- 12) What is the return type of Constructors?
- (A) int (B) void
 - (C) float (D) None
- 13) Which of these keywords is used to define package in Java?
- (A) Pack (B) Mypack
 - (C) package (D) Package
- 14) Which function is used to perform some action when the object is to be destroyed?
- (A) finalize() (B) delete()
 - (C) main() (D) final()
- 15) If an exception is generated in try block, then it is caught in _____ block.
- (A) finally (B) throw
 - (C) catch (D) try

- 16) String is a _____.
- (A) variable (B) array
(C) data types (D) class
- 17) Which one of the following methods is used to put the Thread t in running state?
- (A) t.start() (B) t.run()
(C) t.setRun() (D) None of above
- 18) The _____ class is used to read values of simple datatypes.
- (A) DataInputStream (B) DataOutputStream
(C) DataTypeInput (D) DataTypeOutput
- 19) The ItemListener interface contains _____ method.
- (A) stateChanged()
(B) itemChanged()
(C) itemStateChanged()
(D) valueChanged()
- 20) Full form of AWT is _____
- (A) Abstract Window Type
(B) Abstract Window Toolkit
(C) Abstract Window Test
(D) Abstract Windows Toolkits

- 2 (A) Answer the following questions : (Any Three) **[06]**
1. List out components of JDK.
 2. List out Java features.
 3. Explain length() and compareTo() method of String class with example.
 4. Give difference between overloading and overriding.
 5. Explain access specifiers of Java.
 6. Explain final key word.
- (B) Answer the following questions : (Any Three) **[09]**
1. Explain static keyword with example.
 2. Give difference between String and StringBuffer class.
 3. Explain primitive data types of Java.
 4. What is JVM? Explain role of JVM to make Java Platform Independent.
 5. Explain this keyword with example.
 6. Explain Garbage collection with its advantages.

- (C) Answer the following questions : (Any Two) 10
1. Explain command line argument with example.
 2. Explain vector and array with proper example.
 3. Explain abstract class and method with proper example.
 4. Explain interface with an example.
 5. What is Exception? Describe exception handling mechanism with proper example.

- 3 (A) Answer the following questions : (Any Three) 6
1. Explain setColor() and setFont() methods.
 2. Give difference between Swing and AWT components.
 3. Explain drawOval() and fillArc() methods.
 4. Give difference between applet and application.
 5. Explain any two methods of Math class.
 6. Describe wrapper class.

- (B) Answer the following questions : (Any Three) 9
1. Describe Random class with example.
 2. Describe <applet> tag.
 3. Explain life cycle of Thread.
 4. Explain CharacterStream V/s ByteStream.
 5. Describe event delegation model.
 6. Explain life cycle of Applet.

- (C) Answer the following questions : (Any Two) 10
1. Write a program that takes a file name as input and print the content of the file on the screen.
 2. Describe mouse event handling with proper example.
 3. What is socket? Give the example with TCP/IP protocol.
 4. What is use of Layout manager? Describe GridLayout with example.
 5. Write an applet program to create following applet :

