



**NAX-003-004403**      Seat No. \_\_\_\_\_

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

**March / April - 2017**

**CS - 21 : Introduction to Java**

**Faculty Code : 003**

**Subject Code : 004403**

Time :  $2\frac{1}{2}$  Hours]

[Total Marks : 70

1      Answer the following Questions :      **20**

- (1) \_\_\_\_\_ Operator is used to create an object.
- (2) A compiler converts the Java program into an intermediate language representation called \_\_\_\_\_ ?
- (3) Which method is called first by an applet life cycle?
- (4) List Character Stream classes.
- (5) \_\_\_\_\_ Class is used to read values of simple datatypes.
- (6) Color class belongs into \_\_\_\_\_ package.
- (7) The ItemListener interface contains \_\_\_\_\_ method.
- (8) What will be the output of the following code?  

```
String s = "VSC College";  
char c = s.charAt(2);  
System.out.println ("Character =" +c);
```
- (9) List any four methods of String class.
- (10) AWT stands for \_\_\_\_\_.

- (11) If an exception is generated in try block, then it is caught in \_\_\_\_\_ block.
- (12) To draw circle in applet window which method is used?
- (13) \_\_\_\_\_ package is used for swing programming.
- (14) Which event is generated by Button component?
- (15) Which package contains classes and interfaces for network programming?
- (16) A method implementation of an interface must be declared as \_\_\_\_\_.
- (17) Exception classes belongs into \_\_\_\_\_ package.
- (18) In Java the method written in other language can be called by \_\_\_\_\_ keyword.
- (19) \_\_\_\_\_ is the ability of a Java application to perform multiple tasks at the same time.
- (20) JVM stands for \_\_\_\_\_

**2** (a) Attempt the following : (Any **Three**)

**6**

- (1) What is bytecode?
- (2) List various tools of JDK.
- (3) Give difference between String and StringBuffer.
- (4) Explain equals ( ) and length ( ) method of String with proper example.
- (5) What is Garbage collection?
- (6) Give difference between Overloading and Overriding methods.

- (b) Attempt the following : (Any **Three**) **9**
- (1) Explain any three methods of Math class with proper example.
  - (2) Describe modifiers in Java.
  - (3) Explain Vector class.
  - (4) Explain final keyword.
  - (5) Describe Thread Priority.
  - (6) Describe Array with example.
- (c) Attempt the following : (Any **Two**) **10**
- (1) Describe features of Java.
  - (2) Describe Command Line Argument with example.
  - (3) Describe Exception Handling with proper example.
  - (4) Describe Inheritance with proper example.
  - (5) Describe Thread Life Cycle.
- 3** (a) Attempt the following : (Any **Three**) **6**
- (1) Describe <applet> tag.
  - (2) Describe fillOval() and drawRoundRect() method with example.
  - (3) Give difference between Applet and Application.
  - (4) Give difference between Swing and AWT components.
  - (5) Explain Socket class.
  - (6) Explain parseInt() and toString() method.

(b) Attempt the following : (Any **Three**) **9**

- (1) Describe Event Delegation Model.
- (2) Describe Random class with example.
- (3) Explain Life Cycle of Applet.
- (4) Explain InetAddress class.
- (5) Describe  
setColor( ) and setFont( ) method with example.
- (6) Describe DataInputStream class with simple example.

(c) Attempt the following : (Any **Two**) **10**

- (1) Write a program that takes a file names as input and copy one file to another file.
- (2) What is use of Layout manager? Describe GridLayout with example.
- (3) Describe JButton event handling with example.
- (4) Write an application that executes two threads. One thread displays "Hello" every 1000 milliseconds and the other displays "Hi" every 2000 milliseconds.
- (5) Describe mouse event handling with proper example.

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