



**NBJ-003-006405**

Seat No. \_\_\_\_\_

**B. Sc. (Bioinformatics) (Sem. IV) (CBCS) Examination**

**April / May - 2017**

**405 B : Object Oriented Programming using Java**

*(New Course)*

**Faculty Code : 003**

**Subject Code : 006405**

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

[Total Marks : 70

**Instructions :** (1) All questions are compulsory.  
(2) The right side figure indicates total marks of the question.

**1 Answer the short answers questions : 20**

- (1) Java language was developed by \_\_\_\_\_
- (2) What is JIT?
- (3) \_\_\_\_\_ has no return type, not even void.
- (4) To inherit one class to another class \_\_\_\_\_ keyword is used,
- (5) Which method is used to draw a circle in applet?
- (6) When a class declared as a final, then \_\_\_\_\_.
- (7) API stands for \_\_\_\_\_
- (8) Interface extends another interface in Java. True or False?
- (9) Which package and class is need to be import to get values form the users in Java?
- (10) In java a thread can be created by \_\_\_\_\_
- (11) Which method is first called by an applet?
- (12) Which keyword is used to call constructor of parent class in inheritance?
- (13) In applet programming, which method requires a parameter that is an instance of Graphics class.
- (14) Which CheckBox method is allows you to tell if a checkbox is checked?

- (15) \_\_\_\_\_ is a set of classes that provides more powerful and flexible components?
- (16) When a method has same name and same type signature as a method in super class, then this method is said to be \_\_\_\_\_
- (17) BufferedReader class belongs to \_\_\_\_\_ package
- (18) \_\_\_\_\_ members of class are accessible from within the class only
- (19) Java does not support \_\_\_\_\_ inheritance
- (20) \_\_\_\_\_ is sequence of data items flowing from source to destination.

- 2 (A) Answer the following Questions : (any **three**) **6**
- (1) Differentiate OOP Vs POP,
  - (2) Draw the structure of JAVA program.
  - (3) List out data types available in JAVA and explain in brief.
  - (4) Define import statement,
  - (5) Define exceptions.
  - (6) Define super keyword with example,
- (B) Answer the following Questions : (any **two**) **9**
- (1) Explain java features.
  - (2) What is constructor? Explain constructor overloading with example.
  - (3) Explain components of JDK.
  - (4) Differentiate print( ) and println( ) method with suitable example,
  - (5) Explain wrapper class with suitable example.
  - (6) Write a program to implement single level inheritance in Java.
- (C) Answer the following questions : (any **two**) **10**
- (1) What is interface? Explain role of interface in JAVA with example.
  - (2) Explain any four methods of String class with example.
  - (3) Explain method overloading and overriding with example,
  - (4) Write a program to find the factorial of given input number in JAVA.
  - (5) What is thread? Explain multi-threading in JAVA with example.

- 3** (A) Answer the following Questions : (any **three**) **6**
- (1) Define try and catch statements.
  - (2) Differentiate Applet Vs Swing.
  - (3) Explain final keyword.
  - (4) Differentiate private Vs public access specifier.
  - (5) What is stream in java?
  - (6) Explain any two Math class methods.
- (B) Answer the following Questions : (any **three**) **9**
- (1) Explain any three built-in exception classes with example.
  - (2) Explain life-cycle of thread with appropriate diagram.
  - (3) Explain Byte Stream classes with suitable example.
  - (4) Differentiate AWT Vs Swing
  - (5) What is package? How to create a package in Java? Explain with example.
  - (6) Write a program in java that reads rollno, name and fees of 5 students and print total fees.
- (C) Answer the following Questions: (any **two**) **10**
- (1) What is applet? Explain life-cycle of applet.
  - (2) Explain graphics class methods with syntax and example.
  - (3) Write a java program that demonstrates login application using swing.
  - (4) What is event handling in Applet? Explain with suitable example.
  - (5) Write a program to create two threads, one is used to print even numbers and second is used to print odd numbers between 1 to 100.
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