

- (12) _____ layout is default layout manager for applets and panels.
- (13) Which block gets executed compulsorily whether exception is caught or not?
- (14) The _____ class creates a dynamic array.
- (15) The swing classes are in _____ package.
- (16) To inherit one class to another class, use _____ keyword.
- (17) API stands for _____
- (18) To compile a java program, _____ command is used.
- (19) The ItemListener interface contains _____ method.
- (20) When a method has same name and same type signature as a method in a super class, then this method is said to be _____

- 2 (a) Answer any **three** : **6**
- (1) What is access modifier? Explain.
 - (2) Explain components of JDK.
 - (3) Explain Final Class.
 - (4) Define : native, volatile
 - (5) What is FlowLayout ?
 - (6) Write a note on data type.
- (b) Answer any three : **9**
- (1) Discuss BufferedReader and BufferWriter class.
 - (2) Explain the Math class with any three methods with example.
 - (3) What is Class and Object ? Explain with its example.
 - (4) Differentiate:- Application v/s. Applet,
 - (5) Differentiate:- Method Overloading v/s. Method Overriding,
 - (6) Explain Vector Class with suitable example,

(c) Answer any two : 10

- (1) Explain Graphics Class with its methods.
- (2) What is Exception Handling ? Explain with example.
- (3) What is Thread ? Explain Thread Life Cycle.
- (4) What is OOP? Explain its features.
- (5) What is Interface ? Explain with suitable example.

3 (a) Answer any three : 6

- (1) What is garbage collection?
- (2) Explain Constructor overloading with example.
- (3) Define the term : synchronization, deadlock.
- (4) Differentiate: Applet V/s Swing
- (5) Explain FileInputStream class with example,
- (6) Define the term: throws, finally.

(b) Answer any three : 9

- (1) Explain Applet Life Cycle.
- (2) Discuss Event Delegation Model.
- (3) Write a java code for find out factorial of any entered number.
- (4) Write a note on thread priorities.
- (5) What is inheritance? Explain any one with example.
- (6) Write a note on Wrapper class.

(c) Answer any two :

10

- (1) Discuss the Array with its different types.
- (2) Write a note on layout manager.
- (3) What is stream? Explain Input stream and Output stream.
- (4) Write a note on StringTokenizer Class.
- (5) Write a java code to display the following output :


