



**PAP-003-039301**

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

**B. Voc. (Sem. III) Examination**

**October / November - 2018**

**ACTECH 3.1 : Core Java**

**Faculty Code : 003**

**Subject Code : 039301**

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

[Total Marks : 70

**SECTION - A**

1 Answer the following questions : 20

- (1) JVM stand for \_\_\_\_\_.
- (2) \_\_\_\_\_ keyword can be used in subclass to call the constructor of superclass.
- (3) The output of the Java compiler is known as \_\_\_\_\_.
- (4) The \_\_\_\_\_ statement is used to include another Java package in a Java source file.
  - a.
- (5) A subclass can call a constructor method defined by its super class by use of the \_\_\_\_\_ keyword.
  - a.
- (6) If  $a=100$ ,  $b=20$ , then  $a++ +- -b =$  \_\_\_\_\_.
- (7) In Java, the AWT classes are contained in the \_\_\_\_\_ package.
- (8) \_\_\_\_\_ command is used as the Java interpreter.
- (9) It is possible to throw an exception explicitly using the \_\_\_\_\_ statement.
  - a.
- (10) \_\_\_\_\_ is a reference to the current object on which the method was invoked.

- (11) Java supports multithreaded programming. (true/false)
- (12) Java has a keyword called finally. (true/false)
- (13) Java does not support operator overloading. (true/false)
- (14) It is possible to throw an exception explicitly using the throw statement. (true/false)
- (15) If a class implements an interface, it must implement all the methods declared by that interface. (true/false)
- (16) What is abstract method ?
- (17) What is use the of ^ operator ?
- (18) What is static block ?
- (19) What is use of "Java" command.
- (20) What is deadlock ?

## SECTION - B

- 2** (a) Answer the following : (any **three**) **6**
- (1) Explain any two methods of math class.
  - (2) Give the difference between applet and application.
  - (3) What is stream in Java ?
  - (4) Give difference between string and stringBuffer class.
  - (5) Explain drawOval() and fillArc() method.
  - (6) Describe wrapper class.
- (b) Answer the following : (any **three**) **9**
- (1) Explain final key word.
  - (2) Explain modifiers of Java.
  - (3) Explain font class in detail.
  - (4) Explain static keyword with example.
  - (5) Describe structure of Java program.
  - (6) Explain primitive data types of Java.

(C) Answer the following : (any **two**) **10**

- (1) Describe Java features in detail.
- (2) Describe abstract class and method with example.
- (3) Explain any three methods of Calendar class.
- (4) Explain interface in detail.
- (5) What is command line argument ? Describe with example.

**3** (a) Answer the following (any **three**) **6**

- (1) Give difference between CharacterStream and ByteStream.
- (2) Explain Garbage collection and finalize() method.
- (3) Give difference between method overloading and method overriding.
- (4) Describe object and class.
- (5) Explain why Java is platform independent language.
- (6) Explain Stack Class in detail.

(b) Answer the following : (any **three**) **9**

- (1) Explain <applet> tag.
- (2) Describe Java API.
- (3) What is package ? Explain how we can create package.
- (4) Explain method overloading with example.
- (5) Describe applet life cycle.
- (6) Explain suspend (), sleep () and wait () methods.

(c) Answer the following : (any **two**)

**10**

- (1) Explain thread life cycle.
- (2) Explain mouse event handling with proper example.
- (3) Describe exception handling mechanism with example.
- (4) What is the use of layout manager ? Describe BorderLayout with example.
- (5) Write a Java program that takes file name as command line argument and print file contents on the screen.

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