



MAY-003-004403

Seat No. _____

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

March / April - 2018

CS21 - Introduction to Java

Faculty Code : 003

Subject Code : 004403

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

[Total Marks : 70

1 Attempt following : 20

- (1) What is Abstract Class ?
- (2) What is Interface ?
- (3) Which function is used to find length of array ?
- (4) What is Constructor ?
- (5) What is Base class ?
- (6) What is Package ?
- (7) List out access specifiers.
- (8) Explain charAt().
- (9) Which method of String class can use to test string is equal or not ?
- (10) How to import package ?
- (11) _____ class is used to create thread.
- (12) _____ Method of thread class is used to find out the priority of thread.
- (13) JVM stands for ?
- (14) Write down applet life cycle in java.
- (15) Which method is used to display the output of the applet ?
- (16) AWT stands for ?
- (17) Which Package is import for event handling ?
- (18) What is method Overloading ?
- (19) What is Polymorphism ?
- (20) Explain finalize() method.

- 2** (a) Attempt following : (any **three**) **6**
- (1) Explain basic structure of java program.
 - (2) Explain string searching method of String class.
 - (3) What is ContainerListener class?
 - (4) Explain synchronized keyword.
 - (5) What is stream in java?
 - (6) Explain components of JDK.
- (b) Attempt following : (any **three**) **9**
- (1) Explain JFrame class.
 - (2) Explain WindowEvent class.
 - (3) Explain Flow layout.
 - (4) Explain command line argument.
 - (5) Explain how to create user define package.
 - (6) Difference : applet v/s swing
- (c) Attempt following : (any **two**) **10**
- (1) Explain event delegation model.
 - (2) Explain Math class with example
 - (3) Explain life cycle of applet with example.
 - (4) Write a program to read text from file and write in file using binary mode.
 - (5) Explain deadlock
- 3** (a) Attempt following : (any **three**) **6**
- (1) Explain super keyword.
 - (2) Explain conditional operator
 - (3) What is InputStream class?
 - (4) What is Thread?
 - (5) What is layout manager?
 - (6) Explain new keyword

(b) Attempt following : (any **three**) **9**

- (1) Explain inner class and outer class.
- (2) Explain JLabel class.
- (3) Explain adapter class.
- (4) How to create menu in java.
- (5) Explain keyword: native, volatile, transient
- (6) Explain Character class.

(c) Attempt following : (any **two**) **10**

- (1) Explain java thread model.
 - (2) Explain BorderLayout class.
 - (3) Explain Stack class with example.
 - (4) Explain error handling in Java with example.
 - (5) Explain File class with example.
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