



**MAW-003-1044001**

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

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

**March / April - 2018**

**CS-19 : Programming with JAVA**

**Faculty Code : 003**

**Subject Code : 1044001**

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

[Total Marks : 70

- 1 (a) Answer the following : 4
- (1) JDK Stands for \_\_\_\_\_
  - (2) JVM Stands for \_\_\_\_\_
  - (3) JRE Stands for \_\_\_\_\_
  - (4) List out Data types of java.
- (b) Answer the following : (Any 1 out of 2) 2
- (1) Write a Features of JAVA.
  - (2) What is java token.
- (c) Answer the following : (any 1 out of 2) 3
- (1) Explain Decision Statements.
  - (2) Explain Looping Statements.
- (d) Answer the following : (Any 1 out of 2) 5
- (1) Explain Statics and Non Static Members.
  - (2) Explain OOP Concepts.
- 2 (a) Answer the following : 4
- (1) API Stands for \_\_\_\_\_
  - (2) What is use of java.lang package ?
  - (3) Write a name of two method string buffer class.
  - (4) What is inner class ?

- (b) Answer the following : (Any 1 out of 2) 2
- (1) What is Interface ?
  - (2) What is Method Overriding ?
- (c) Answer the following : (Any 1 out of 2) 3
- (1) Explain java.awt&java.util classes.
  - (2) Explain StringTokenizer class in detail.
- (d) Answer the following : (any 1 out of 2) 5
- (1) Explain Applet class in detail.
  - (2) Explain String class in detail.
- 3** (a) Answer the following : 4
- (1) What is try block ?
  - (2) Difference between throw and throws.
  - (3) What is Deamon Thread ?
  - (4) Write a two method name of ObjectOutputStream.
- (b) Answer the following : (Any 1 out of 2) 2
- (1) Explain BufferedWriter Class in detail.
  - (2) Explain FileInputStream Class in detail.
- (c) Answer the following : (Any 1 out of 2) 3
- (1) Explain user define exception.
  - (2) Explain ObjectInputStrearn Class.
- (d) Answer the following : (Any 1 out of 2) 5
- (1) Explain Tread Life Cycle.
  - (2) Explain Exception Handling with All Block.
- 4** (a) Answer the following : 4
- (1) What is applet?
  - (2) Write a two method name of CardLayout.
  - (3) Use of NO LAYOUT MANAGER.
  - (4) Write a two Parameter name of Applet.

- (b) Answer the following : (Any 1 out of 2) 2  
(1) Explain FlowLayout.  
(2) Explain BorderLayout.
- (c) Answer the following : (Any 1 out of 2) 3  
(1) Explain GridLayout.  
(2) Explain SpringLayout.
- (d) Answer the following : (Any 1 out of 2) 5  
(1) Explain applet life cycle in detail.  
(2) Explain GridBagLayout with GridBagConstraints in detail.
- 5** (a) Answer the following : 4  
(1) AWT stands for \_\_\_\_\_  
(2) Write two property name of JTextField.  
(3) Write two property name of JButton.  
(4) Write two Event name of MouseEventClass.
- (b) Answer the following : (Any 1 out of 2) 2  
(1) Explain TextListener Interface.  
(2) Explain Event Delegation Model.
- (c) Answer the following : (Any 1 out of 2) 3  
(1) Explain JMenuBar Class.  
(2) Explain JRadioButton Class.
- (d) Answer the following : (Any 1 out of 2) 5  
(1) Explain AWT Event Package in detail.  
(2) Difference Between AWT & Swing Components.
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