



**RAI-003-004403**

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

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

**March / April - 2019**

**CS-21 : Introduction to Java**

*(Old Course)*

**Faculty Code : 003**

**Subject Code : 004403**

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

[Total Marks : 70

1 Attempt the following : 20

- (1) What is Keywords in java ?
- (2) Give any 5 features of Java.
- (3) Full form of JDK.
- (4) What is Class ?
- (5) What is tokens ?
- (6) What is the use of java.util ?
- (7) What is interface ?
- (8) What is default package of java?
- (9) What is byte stream ?
- (10) What is the thread?
- (11) List out all thread states.
- (12) Full form of JRE.
- (13) What is parameter passing in applet ?
- (14) Which method is used to write string in applet window?
- (15) Full form of AWT.
- (16) What is JMenuItem ?
- (17) Full form of JVM.
- (18) The syntax of main () method of java program is \_\_\_\_\_.
- (19) The \_\_\_\_\_ clause in a class declaration establishes an inheritance relationship between two classes.
- (20) What is swing ?

- 2** (a) Attempt any three : **6**
- (1) Explain JVM.
  - (2) What is Garbage Collection ?
  - (3) Explain data type in java.
  - (4) Explain String Tokenizer class with example.
  - (5) Explain type casting in java.
  - (6) Explain abstract method.
- (b) Attempt any three : **9**
- (1) Explain JDK in components.
  - (2) Explain Vector class.
  - (3) What is inheritance ? Explain it's with example.
  - (4) Explain Exception handling with try and catch.
  - (5) Explain Random class with its methods.
  - (6) Give difference between Swing v/s AWT.
- (c) Attempt any two : **10**
- (1) Explain Looping statements with example.
  - (2) Explain Applet Life Cycle.
  - (3) Explain Package and sub-package.
  - (4) Explain Event Delegation Model.
  - (5) Explain method overloading with example.
- 3** (a) Attempt any three : **6**
- (1) What is synchronization ?
  - (2) Write Event Class Hierarchy.
  - (3) Explain card layout.
  - (4) What is Applet ?
  - (5) Explain File Writer Class.
  - (6) What is Layout Managers ?

(b) Attempt any three : 9

- (1) Explain Continue and Break statement with example.
- (2) Explain Constructor with example.
- (3) What is Border Layout Manager ?
- (4) Explain different operators in java.
- (5) Explain Graphic Class.
- (6) Explain Concept of Streams in java.

(c) Attempt any two : 10

- (1) Explain method overriding with example.
  - (2) Explain Input Stream Reader and OutputStream Writer class.,
  - (3) Write a program to draw smiley face in applet.
  - (4) Explain GridLayout with example.
  - (5) Explain Array with one Dim and Jagged Array with example.
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