

BIT4javC0110 **Seat No: _____**
B.Sc.(IT) Semester - 4 (CBCS) Examination
March/April- 2018
CS-19 PROGRAMMING WITH JAVA
(CORE)

Time: 2:30 Hours**Marks: 70****Instructions:**

1. All questions are compulsory.
2. Figures to the right indicate marks.

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- Que-1 (A) Answer the following Questions. (04)
1. A _____ is an abstract computing machine that enables a computer to run a Java program.
 2. _____ is a highly optimized set of instructions designed to be executed by the Java run-time system, which is called the Java Virtual Machine (JVM).
 3. _____ is the process by which objects of one class acquire properties of objects of another class and it supports hierarchical classification.
 4. _____ method is used to initialize the class and having the same name as class name.
- Que-1 (B) Attempt any one Question. (02)
1. What is jagged Array?
 2. What is finalize method?
- Que-1 (C) Attempt any one Question. (03)
1. Explain Type Casting.
 2. Explain jump statements in Java.
- Que-1 (D) Attempt any one Question in detail. (05)
1. Write short note on Primitive Data Types.
 2. Explain method overloading with example.
- Que-2 (A) Answer the following Questions. (04)
1. What is Universal Class?
 2. What is static import?
 3. What is the use of super keyword?
 4. _____ class can be defined as a super class and having the structure of a class without providing complete implementation of every method.
- Que-2 (B) Attempt any one Question. (02)
1. State the access specifier used in Java. Explain any two.
 2. Explain Final variable and class.
- Que-2 (C) Attempt any one Question. (03)
1. Explain Interface.
 2. Explain how to create user defined package.
- Que-2 (D) Attempt any one Question in detail. (05)
1. Write short note on Types of Inheritance.
 2. Write short note on Java.lang Package.

- Que-3 (A) Answer the following Questions. (04)
1. What is thread?
 2. _____ is a low priority thread that runs in background to perform tasks such as garbage collection.
 3. The statements that can generate an exception are placed in the _____ block.
 4. _____ is a subclass of `FilterInputStream` and is used to read bytes from input stream using buffer.
- Que-3 (B) Attempt any one Question. (02)
1. Explain `isAlive()` and `join()`.
 2. What is the difference between `Character` and `Byte Stream`?
- Que-3 (C) Attempt any one Question. (03)
1. Explain Thread lifecycle.
 2. Explain `StreamTokenizer` class.
- Que-3 (D) Attempt any one Question in detail. (05)
1. Explain how to create user defined Exception class.
 2. Explain `Random Access File` class with example.
- Que-4 (A) Answer the following Questions. (04)
1. What is Applet?
 2. _____ returns a string containing the applet information.
 3. The _____ is used to arrange the components either vertically or horizontally.
 4. What is `GridLayout`?
- Que-4 (B) Attempt any one Question. (02)
1. What is Flow Layout.
 2. What is the use of Group Layout?
- Que-4 (C) Attempt any one Question. (03)
1. Explain how parameter is passing to Applet.
 2. Explain `GridBagLayout`.
- Que-4 (D) Attempt any one Question in detail. (05)
1. Explain Applet Life Cycle.
 2. Write short note on `Graphics` class.
- Que-5 (A) Answer the following Questions. (04)
1. The top level class of swing is _____.
 2. List out the constructors of `JMenuItem`.
 3. What is event delegation method?
 4. A _____ is generated when the size, position, or visibility of a component is changed.
- Que-5 (B) Attempt any one Question. (02)
1. What is swing?
 2. Explain `ComponentListener` and `KeyListener` interface.
- Que-5 (C) Attempt any one Question. (03)
1. State the difference between swing and AWT.
 2. Explain `ActionEvent` Class.
- Que-5 (D) Attempt any one Question in detail. (05)
1. Write short note on `JComponent` class.
 2. Write short note on Adaptor Classes.
