

B.Sc.(IT) Semester - 4 (CBCS) Examination
March/April-2024 [OLD COURSE]
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.

Que-1(A)	Attempt The Following.	(04)
	1. JVM stands for... 2. JRE Stands for... 3. JDK stands for... 4. Define: Java Tokens	
Que-1(B)	Attempt The Following. (Any One)	(02)
	1. What is Encapsulation? 2. What do you mean by Polymorphism?	
Que-1(C)	Attempt The Following. (Any One)	(03)
	1. Explain Java Operators. 2. Explain Looping structure in Java.	
Que-1(D)	Attempt The Following. (Any One)	(05)
	1. Write a note on History, Feature, and Edition of Java. 2. Write a note on OOP concepts.	
Que-2(A)	Attempt The Following.	(04)
	1. java.awt is used for... 2. java.lang is used for... 3. java.swing is used for... 4. java.util is used for...	
Que-2(B)	Attempt The Following. (Any One)	(02)
	1. Explain any two classes of java.util package. 2. Write in brief: Normal import and Static import.	
Que-2(C)	Attempt The Following. (Any One)	(03)
	1. Explain User Defined package and sub-package. 2. Describe Method Overriding with example.	
Que-2(D)	Attempt The Following. (Any One)	(05)
	1. Describe Access Specifiers available in Java. 2. Explain Wrapper Classes, String and String Buffer.	
Que-3(A)	Attempt The Following.	(04)
	1. What is Exception? 2. What is Thread? 3. What is OutputStream? 4. What is OutputStreamWriter?	
Que-3(B)	Attempt The Following. (Any One)	(02)
	1. Write in brief: Multithreading. 2. What is Synchronization?	
Que-3(C)	Attempt The Following. (Any One)	(03)
	1. Explain Try and Catch. 2. Explain Thread and its life cycle.	

- Que-3(D) Attempt The Following. (Any One) (05)
1. Explain Thread Class and its methods.
 2. Explain Stream and its types.
- Que-4(A) Attempt The Following. (04)
1. Define: Border Layout
 2. Define: Grid Layout
 3. Define: Card Layout
 4. Define: Flow Layout
- Que-4(B) Attempt The Following. (Any One) (02)
1. Write in brief: What is Applet?
 2. Explain: NO LAYOUT manager.
- Que-4(C) Attempt The Following. (Any One) (03)
1. Describe applet with parameters.
 2. Explain Graphics class available in applet.
- Que-4(D) Attempt The Following. (Any One) (05)
1. Write a note on Applet Life Cycle.
 2. List out Layout Managers and explain any two.
- Que-5(A) Attempt The Following. (04)
1. AWT stands for...
 2. JCheckbox is used for...
 3. JTextArea is used for...
 4. JPanel is used for...
- Que-5(B) Attempt The Following. (Any One) (02)
1. Explain Focus Event.
 2. Explain Mouse Event.
- Que-5(C) Attempt The Following (Any One) (03)
1. Explain MouseMotionAdaptor.
 2. Differentiate AWT and Swing Components.
- Que-5(D) Attempt The Following (Any One) (05)
1. Write a note on Event Classes.
 2. Explain Listener Interfaces.
