

**B.Sc DEGREE EXAMINATION, APRIL 2019**  
**III Year VI Semester**  
**Programming in Java**

**Time : 3 Hours**

**Max.marks :75**

**Section A** ( $10 \times 2 = 20$ ) Marks

Answer any **TEN** questions

1. What is meant by Array?
2. Give the syntax of while statement.
3. Define term of Classes and Objects.
4. Define Constructors.
5. What is meant by Package?
6. Define Multithreading.
7. What is Utilities of Java?
8. Write usage of StringBuffer.
9. Write about AWT.
10. How will you create a RadioButton?
11. What is meant by Interfaces?
12. Define Applet.

**Section B** ( $5 \times 5 = 25$ ) Marks

Answer any **FIVE** questions

13. Explain various type of data type in Java.
14. Describe about overriding methods with an example.
15. Discuss about importing packages in detail.
16. Draw a neat diagram and explain Applet life cycle.
17. Discuss on AWT Classes.
18. Write detail about Exception Handling.
19. Explain any three types of operators in Java.

**Section C** ( $3 \times 10 = 30$ ) Marks

Answer any **THREE** questions

20. Explain various type of control statements with suitable example.
21. Elaborate about Method Overloading with suitable program.
22. Draw a neat diagram and explain life cycle of a thread.
23. Explain Stream Classes, Byte Stream Classes and Character Stream.
24. Write detail about Usage of AWT Controls, Layout Managers and Menus.

**B.Sc DEGREE EXAMINATION, APRIL 2019**  
**III Year VI Semester**  
**Programming in Java**

**Time : 3 Hours**

**Max.marks :75**

**Section A** ( $10 \times 2 = 20$ ) Marks

Answer any **TEN** questions

1. What is meant by Array?
2. Give the syntax of while statement.
3. Define term of Classes and Objects.
4. Define Constructors.
5. What is meant by Package?
6. Define Multithreading.
7. What is Utilities of Java?
8. Write usage of StringBuffer.
9. Write about AWT.
10. How will you create a RadioButton?
11. What is meant by Interfaces?
12. Define Applet.

**Section B** ( $5 \times 5 = 25$ ) Marks

Answer any **FIVE** questions

13. Explain various type of data type in Java.
14. Describe about overriding methods with an example.
15. Discuss about importing packages in detail.
16. Draw a neat diagram and explain Applet life cycle.
17. Discuss on AWT Classes.
18. Write detail about Exception Handling.
19. Explain any three types of operators in Java.

**Section C** ( $3 \times 10 = 30$ ) Marks

Answer any **THREE** questions

20. Explain various type of control statements with suitable example.
21. Elaborate about Method Overloading with suitable program.
22. Draw a neat diagram and explain life cycle of a thread.
23. Explain Stream Classes, Byte Stream Classes and Character Stream.
24. Write detail about Usage of AWT Controls, Layout Managers and Menus.