B.Sc. DEGREE EXAMINATION,APRIL 2020
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 Byte code?
2. What is Dynamic Binding?
3. What is Constructor? Explain the different types of Constructors?
4. Name the access modifiers in java.
5. What are the two methods to create a thread?
6. What are the naming conventions of a package?
7. What is Char Array in java?
8. Write the syntax to create an applet.
9. Define scrollbar.
10. Name any four mouse events.
11. How many stars is output when the following code is executed?
    for (int i =0; i<5;i++){

    for (int j=0;j<5;j++)

    System.out.println("*");}
12. Differentiate between break and continue.

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

Answer any **FIVE** questions

13. Explain the features of java in detail.
14. Explain Arrays with the help of example.
15. Write down the difference between overloading and overriding in java.
16. Explain string Buffer methods with example.
17. Explain any three controls of AWT with example.
18. Write a program to overload the method named sum. In one version, it performs sum of two integers, in second version it performs sum of two floats, in third version it performs sum of two double and in fourth version it performs concatenation of two strings.

19. Explain the concept of Deadlock in java.

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

Answer any **THREE** questions

20. What are various kinds of loop statements supported by JAVA? Explain the functioning of each one with suitable example.

21. Explain inheritance and its types with suitable example.

22. Explain the working of the exception handling mechanism in java? Write sample code to throw an exception and handle it with multiple catch statements.

23. Explain the life cycle of applet using various methods.

24. Explain about any 4 types of layout in Layout Manager.

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