Time : Three hours   Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. Why is java known as platform independent language?

2. What is an object-oriented programming.

3. Distinguish between classes and objects.

4. Write down the rules for naming classes.

5. What is an Interface?

6. What is the use of catch block?

7. Differentiate between local applet and remote applet.

8. Write down any four attributes of APPLET tag.

9. List the different situations in which an "Action Event" is generated?

II BCA - Programming in Java.

10. What is AWT?

11. Find the value of 14 % (–3)

12. Define the term "Array".

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. Explain the purpose of switch statement in Java.

14. Compare and contrast overriding and overloading a method.

15. What is a constructor? What are the different types of constructor? Explain.

16. What is a package? How to create a package?

17. Distinguish between multithreading and multitasking.

18. What are the two types of streams? Explain.

19. Explain the use of inner classes in AWT.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Discuss the thee loop constructs in Java with examples.

21. List the basic data types used in java. Explain with suitable example.

22. Describe various forms of implementing interfaces. Give examples.

23. Describe the different stages in the life cycle of an Applet

24. Explain the various types of AWT controls.

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2   51305/SAZ4A/
             SAE4A/TAC5D/
                 TAB6E

3   51305/SAZ4A/
             SAE4A/TAC5D/
                 TAB6E