

APRIL 2018

51305/SAE4A/SAZ4A/  
TAC5D/TAB6E

Time : Three hours

Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. Write down the rules for naming classes.
2. Define: Inheritance.
3. Define the term "Exception".
4. What is a stream?
5. What do you mean by method overriding?
6. What is the use of thread priorities?
7. Write the general form of package statement.
8. What is an applet?
9. Mention the purpose of Graphics class?
10. Write the general form of import statement.
11. Distinguish between applet and application.
12. What is AWT?

11 Bsc es → Programming in Java

**PART B — (5 × 5 = 25 marks)**

Answer any FIVE questions.

13. What are the different types of if statements available in Java? Explain.
14. How to create a thread? Describe.
15. Compare and contrast between interface and classes.
16. Describe the graphics methods in AWT.
17. Explain the try and catch statement with example program.
18. What are the various stages in the life cycle of an Applet? Describe.
19. Write a note on TCP/IP.

**PART C — (3 × 10 = 30 marks)**

Answer any THREE questions.

20. List the basic data types used in java. Explain with suitable example.
21. What is a constructor? What are the different types of constructor? Explain.

22. What is a package? How do we design a package?
  23. Discuss the various types of methods used in File Class.
  24. Explain the Different types of AWT controls with simple example.
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