## 51305/SAZ4A/ SAE4A/TAC5D/ TAB6E

Time: Three hours Maximum: 75 marks

PART A —  $(10 \times 2 = 20 \text{ marks})$ 

Answer any TEN questions.

- 1. What is an object oriented programming?
- 2. Define: Variable.
- 3. What is type casting?
- 4. How to create an object in Java? Give an example.
- 5. Write the syntax of switch statement.
- 6. What do you mean by Interface?
- 7. How to block a thread? Give an example.
- 8. What is an applet?
- 9. Write a syntax of drawLine() method.

- 10. What are datagrams?
- 11. Define: URL.
- 12. What is a stream?

PART B — 
$$(5 \times 5 = 25 \text{ marks})$$

Answer any FIVE Questions.

- 13. Write short notes on : Java Tokens.
- 14. Explain the Arithmetic and Bitwise operators.
- 15. Discuss: Visibility control.
- 16. Discuss about the syntax of exception Handling code.
- 17. Explain the Life cycle of an Applet.
- 18. Describe the Functions of File class.
- 19. What is URL? Discuss about URL class usage in JAVA?
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## PART C — $(3 \times 10 = 30 \text{ marks})$

Answer any THREE questions.

- 20. Explain the basic data types used in Java? Explain with suitable Examples
- 21. Write a Java program to illustrate Method overriding.
- 22. Write a Java program to implement Multiple Inheritance.
- 23. Describe any four drawing methods of the graphics class with suitable Examples.
- 24. Describe working with frames in Java with examples.

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