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. Write a note on object-oriented programming.

3. Differentiate between the classes and objects.

4. Mention the rules for naming classes in java programming.

5. Define: "Interface".

6. Write down the use of catch block with example.

7. Distinguish between the local applet and remote applet.

8. List out any four attributes of APPLET tag.

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

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10. Define: "AWT".

11. Find the value of 14% (-3).

12. Write a note on Array.

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. What is a token? List the various types of tokens supported by Java? Give examples.

14. Summarize the purpose of Switch statement in Java.

15. Compare and contrast overriding and overloading a method.

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

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

18. Explain the two types of stream classes with example.

19. What is a finally statement? When and how is it used? Give a suitable example.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Elaborate the basic concepts of Object-Oriented Programming.

21. What are the different types of if statements available in Java? Explain.

22. Illustrate the various forms of implementing interfaces with examples.

23. Explain how exception handling mechanism can be used in a java program.

24. Discuss the different stages in the life cycle of an Applet.