

Time : Three hours

Maximum : 75 marks

PART A — ( $10 \times 2 = 20$  marks)

Answer any TEN questions.

1. Write down the rules for naming classes.
2. Write a note on inheritance.
3. Define: "Exception".
4. What is a stream?
5. What do you mean by method overriding?
6. What are thread priorities?
7. Write the general form of package statement.
8. Define "Applet".
9. Mention the purpose of Graphics class.
10. Write the general form of import statement.
11. Distinguish between an applet and an application program.
12. Write a note on Abstract Window Tool Kit.

PART B — ( $5 \times 5 = 25$  marks)

Answer any FIVE questions.

13. Explain the features of Java programming.
14. What is an array? What are the various types of arrays in java? Explain.
15. How will you create a thread? Describe.
16. Compare and contrast between interfaces and classes.
17. Elaborate the try and catch statement with an example program.
18. What are the various stages in the life cycle of an Applet? Describe.
19. Summarize the uses of import statements in a package.

PART C — ( $3 \times 10 = 30$  marks)

Answer any THREE questions each in 500 words.

20. Compare the procedural oriented programming and object-oriented programming.
21. List out the basic data types used in java. Explain with suitable examples.

22. Write a java program to find the sum of the digits of a given integer.
23. Illustrate the complete life cycle of a thread.
24. Discuss the various methods used in File Class.

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