

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. 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. List out any two applications of linked list.
10. Define : "Live Node".
11. What is a Binary Tree?
12. Define the following terms :
 - (a) Directed Graph
 - (b) Complete Graph.

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PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. Describe the features of Java programming.
14. Distinguish between the relational operators and assignment operators.
15. What is a constructor? What are the different types of constructor? Explain.
16. How will you create a thread? Describe.
17. Compare and contrast between interface and classes.
18. Write a procedure to convert infix expression into postfix expression.
19. Write down the representation of graph with neat diagram.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. List out the basic data types used in java. Explain with suitable example.
21. Write a java program to find the sum of the digits of a given integer.

22. Outline the use of import statements in package.
23. Evaluate the implementation of doubly linked list.
24. Determine the algorithm for Dijkstra's algorithm with example.