Time : Three hours   Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. Define encapsulation.

2. What are command line arguments?

3. List out the benefits of object oriented programming.

4. Give some examples of special operators in Java.

5. Show the syntax of break statement. Mention its uses.

6. What are the advantages of Array list over Array wrapper classes?

7. Show how to access class member.

8. Compare overloading and overriding methods.

9. Why do we need a package in Java?

10. Define thread method.

11. What are the advantages of I/O streams?

12. What is meant by Event Listener?

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PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. Highlight the applications of object oriented programming.

14. Write the procedure to create and execute a Java program.

15. Outline the syntax of branching statements in Java.

16. Write a Java program to find the given number in Armstrong or not.

17. Explain the use of constructor in Java.

18. Illustrate how to create and access a package.

19. Draw the life cycle of an Applet.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Discuss the features of Java and API.

21. Write a Java program

    (a) Matrix multiplication. (5)

    (b) Factorial of a number. (5)

22. Explain the concept of implementing an interface with an example.

23. Give a suitable Java program to illustrate the structure of exception handling mechanism.

24. Discuss in detail about various AWT controls.

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