Roll No. 1712 11043

PROGRAMMING IN JAVA

2K5-ES-3

Time : 3 Hrs.   M.M. : 100

Note :—

1. Part 'A' may be attempted in first 5 pages of Answer Sheet.
    भाग 'क' के सभी उत्तर, उत्तर-पुस्तिका के प्रथम पांच पृष्ठों में ही करने है।

2. Part 'B' in rest of the Sheets of Answer Sheet.
    भाग 'ख' के उत्तर, उत्तर-पुस्तिका के अगले शेष पृष्ठों में लिखिये।

3. Answers may be given in English or Hindi.
    प्रश्नों के उत्तर अंग्रेजी अथवा हिन्दी में दीजिये।

PART - A

1. Attempt any ten questions:-   (10 × 2 = 20)

    (i) What is the importance of Unicode in Java programming ? Explain.

    (ii) Explain the 'int' declaration and can a 'int' variable be negative.

    (iii) What is a modulus operator ?

    (iv) What do you mean by logical expression ?

    (v) What is the concept of 'character' in Java.

    (vi) Write about the precedence of arithmetic operators.

    (vii) Write difference between the 'for' statement and 'while' statement.

    (viii) Define JAVA Applet.

    (ix) Write the use of threading in Java.

    (x) How execution of Java program is carried out.

    (xi) How string are represented in Java language ?

    (xii) Write difference between 'vector' and 'wrapper' class.

    (xiii) Define constructor.

    (xiv) What is method overriding ?

    (xv) What do you understand by scope of variables ?

                                                                        (5 × 4 = 20)

2. Attempt any Five questions:

    (i) Explain with example about the 'this' keyword.

    (ii) Differentiate class, abstract class and interface.

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(iii) Write the significance of Java's byte code with suitable example.

(iv) Write four differences between 'applet' and application programs ?

(v) List the various ways of 'static' keyword usage.

(vi) How does Java support inter-thread communication ?

(vii) Enumerate the differences between inheritance and polymorphism.

(viii) What are the different types of controls available in AWT.

PART-B

Attempt any 3 questions: (3 x 20 = 60)

3. (a) How to pass the parameters to an applet ? Explain with example.

    (b) Explain in detail about Applet life cycle.

4. (a) How packages differ from Interfaces ? Explain with a suitable program.

    (b) Write about Polymorphism. Explain run time polymorphism with a program.

5. (a) Explain the syntax of ... the garbage with ... example.

    (b) What is the role of 'finally' in exception handling ? Explain with an example.

6. (a) *Explain copy* constructor. Write a program using copy constructor that reads complex numbers and copies that into another.

    (b) Write a sample Java program to find the GCD of two numbers.

7. (a) Write a Java program which illustrates the try, catch, throw and throws and finally blocks.

    (b) What is the importance of CLASS PATH ? Discuss also write an applet program to enter personal details.