

B.Sc.(IT) Semester - 4 (CBCS) Examination
April/May -2022 [NEW COURSE]
Programming with JAVA (Core)

Time: 2:30 Hours**Marks: 70****Instructions:**

1. All questions are compulsory.
2. Figures to the right indicate marks.

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- Q.1(A) Answer The Following Question (3)
1. What is this keyword?
 2. What is final keyword?
 3. What is new keyword?
- Q.1(B) Answer The Following Question (Any Two) (6)
1. Explain JVM.
 2. What is array? Explain Jagged array.
 3. Explain JDK with its components.
 4. Explain Method overloading with example.
- Q.1(C) Answer The Following Question (Any One) (5)
1. Explain java Buzzword.
 2. What is garbage collection? Explain it with finalize method.
- Q.2(A) Answer The Following Question (3)
1. What is interface?
 2. What is static?
 3. What is Public?
- Q.2(B) Answer The Following Question (Any Two) (6)
1. Explain abstract class.
 2. What is package? How can we create our own package?
 3. Explain different access specifier.
 4. How can we define a package? Explain it with suitable example.
- Q.2(C) Answer The Following Question (Any One) (5)
1. Explain Vector class with example.
 2. Explain Wrapper class with example.
- Q.3(A) Answer The Following Question (3)
1. What is Thread?
 2. Write exception for “invalid array index”.
 3. The exception class is in _____package.
- Q.3(B) Answer The Following Question (Any Two) (6)
1. Explain random access file class.
 2. Explain throw and throws.
 3. What is Character Stream and byte stream?
 4. Draw Thread Life cycle diagram.

- Q.3(C) Answer The Following Question (Any One) (5)
1. Write a short notes on FileInputStream.
 2. Explain StreamTokenizer class with suitable example.
- Q.4(A) Answer The Following Question (3)
1. What is applet?
 2. To run an applet _____command is used.
 3. What is flow layout?
- Q.4(B) Answer The Following Question (Any Two) (6)
1. What is Layout? Explain GridBag Layout.
 2. Explain Card Layout with suitable example.
 3. Explain applet tag.
 4. Explain applet life cycle.
- Q.4(C) Answer The Following Question (Any One) (5)
1. Explain Graphics class.
 2. Explain border layout with suitable example.
- Q.5(A) Answer The Following Question (3)
1. What is swing?
 2. Explain JTextField.
 3. Explain JButton.
- Q.5(B) Answer The Following Question (Any Two) (6)
1. Difference between AWT Vs. Swing.
 2. What is Event Handling? Explain it.
 3. Explain event delegation model.
 4. Explain JComboBox.
- Q.5(C) Answer The Following Question (Any One) (5)
1. Explain Adapter class.
 2. Explain different event class.
