TB145190A **Reg. No:…….**

Name: ……...

B. Sc. DEGREE (C.B.C.S.S.) EXAMINATION, OCTOBER 2016
SEMESTER V - COMPUTER APPLICATIONS
CA5JP - JAVA PROGRAMMING

Time: Three Hours **Maximum Marks: 80**

PART A
Short Answer Questions

I . Answer all questions. Each question carries 1 mark.

1. Define byte code.
2. Define class.
3. What is an Interface?
4. Define abstract method.
5. Define thread.
6. What is the purpose of new operator?
7. Explain DataInputStream class.
8. Explain the class BufferedWriter().
9. Write the syntax of drawOval() method.
10. Define stream and its different types.

(10x1 = 10)

PART B
Brief Answer Questions

II . Answer any eight questions. Each question carries 2 marks.

11. Compare between implicit and explicit conversion.
12. Discuss on JVM and its uses.
13. Define constructor and its types.
14. What is the specialty of byte code rather than object code?
15. Write two different ways for creating a thread.
16. Differentiate between class and interface.
17. Write the difference between constructor and method.
18. How do we set priority to thread?
19. Define five API packages.
20. Define the purpose of yield() and sleep().
21. Discuss on portability; the special feature of Java.
22. Justify ‘Java is robust and secure’.

(8x2 = 16)

PART C
Descriptive/Short Answer Questions

III . Answer any six questions. Each question carries 4 marks.

23. Differentiate between procedural and object oriented programming.
24. How does prevent function overriding using dynamic method dispatch?

25. Explain about final variable, final method and final class.
26. Differentiate between class and abstract class.
27. Explain about the operators this and instanceof.
28. Explain about any five string methods with syntax and examples.
29. Write a program to create a stack class with the methods push() and pop() using array.
30. What is the difference between the term super and super() with examples.
31. Define thread synchronization with example.

(6x4 = 24)

PART D
Long Essay

IV . Answer any two questions. Each question carries 15 marks.

32. Define exception and exception handling. Explain about all terms used in exception handling. Write a program to create and invoke a manual exception.
33. Illustrate the life cycle of a thread.
34. What is a layout manager? Explain the different types of layout managers in Java with examples.
35. What is multiple inheritance? How does implement multiple inheritance in Java using packages and interfaces.

(2x15 = 30)