TB 145190

B. Sc. DEGREE (C.B.C.S.S) EXAMINATION October 2016
SEMESTER V, BSc COMPUTER APPLICATIONS
CA5JP: JAVA PROGRAMMING

Time: 3 Hours   **Maximum: 80 Marks**

Part A (Short Answer Questions)
Answer all questions. (Each question carries 1 Mark)

1. Define JVM.

2. Write about class.

3. What is package?

4. Define abstract class.

5. Define exception.

6. What is the purpose of dot operator?

7. Explain DataOutputStream class.

8. Explain the class BufferedReader().

9. Write the syntax of drawRect() method.

10. Define AWT control Button.

(10 x 1 = 10)

Part B (Brief Answer Questions)
Answer any 8 questions. (Each question carries 2 marks)

11. Compare between automatic type conversion and type casting.

12. Discuss on portability; the special feature of Java.

13. Justify 'Java is robust and secure'.

14. Define 'public static void main(String args[])'.

15. How does you set the priority to a thread?

16. Differentiate between static variable and static method.

17. Define wrapper class and its functions. Explain about the method 'parsInt()'.

18. Define the terms: extends, import and implements.

19. Compare final and finally.

20. Define the purpose of sleep().

(8 x 2 = 16)

Part C (Descriptive/Short Answer Questions)
Answer any 6 questions. (Each question carries 4 marks)

21. Differentiate between application and applet program.

22. Define call-by-value and call-by-reference.

23. What is multiple inheritance? How does implement multiple inheritance using interface?

24. Discuss briefly about the states of a thread.

25. Explain about the operators this and instanceof.

26. Explain about any five string methods with syntax and examples.

27. Write a program to create a simple banner program.

28. Define the mechanism to prevent runtime error.

29. Define deadlock.

(6 x 4 = 24)

Part D (Long Essay)
Answer any 2 questions. (Each question carries 15 marks)

30. Discuss on special features of Java.

31. Illustrate the life cycle of an applet.

32. What is a layout manager? Explain the different types of layout managers in Java with examples.

33. Discuss in detail about method overloading and method overriding with examples.

(2 x 15 = 30)