

B.VOC. DEGREE (C.B.C.S.S) EXAMINATION, MARCH 2017
(2016 Admission - Regular & 2015 Admission - Supplementary / Improvement)
SEMESTER II – (SOFTWARE DEVELOPMENT)
VSD2S06TB – JAVA PROGRAMMING

Time: Three Hours

Maximum Marks: 80

PART A

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

1. JVM stands for _____.
2. The size of an integer variable is _____.
3. Java does not support _____ inheritance.
4. _____ keyword is used to prevent inheritance.
5. _____ method has to be defined when Runnable interface is implemented.
6. The _____ is the default layout manager for applets.
7. _____ are tiny programs which is run as part of a web page.
8. The default priority of all threads is _____.
9. If a = 16, what is the result of a<<2.
10. A checkbox generates _____ event.

(10x1 = 10)

PART B

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

11. What is a bytecode?
12. What is the use of this operator?
13. Write with example the use of switch statement.
14. What is multithreading?
15. What is the use of applets?
16. What is synchronization?
17. What are access specifiers?
18. What is the use of label controls in java?
19. What is meant by event handling?
20. What is the use of a package? Give examples?
21. What is an object?
22. Why is java said to platform independent?

(8x2=16)

PART C

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

23. What are the basic data types in java? Explain with examples.
24. Explain the use of interface with an example?
25. What is the use of arrays? Write the syntax with examples to create an array?

26. Explain the features of java.
27. Write a program to add two matrices.
28. Explain the uses of final keyword?
29. Explain the two uses of super keyword with example programs?
30. Explain the life cycle of an applet?
31. Explain inheritance with an example?

(6x4=24)

PART D

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

32. Explain Thread and also explain with example the two methods with which it can be created?
33. Explain the exception handling techniques with example programs and output?
34. Explain the different layout managers with examples.
35. Explain method overloading and overriding with example programs and output?

(2x15=30)