April 2024

Time – Three hours
(Maximum Marks: 100)

[N.B.   1.   Answer all questions under Part-A. Each question carries 3 marks.

2.   Answer all the questions either (A) or (B) in Part-B. Each question carries 14 marks.]

PART – A

1.   Define Java Virtual Machine.

2.   Why do we need java comments?

3.   Write the syntax for while and labelled loop statements.

4.   Write the difference between String and String Buffer.

5.   How do you create an object and write its syntax?

6.   What is an abstract method?

7.   How do you handle FILE in java?

8.   Define stream. List any two advantages of stream.

9.   What is the use of PARAMETER tag? Give its syntax.

10.   List the constructor of checkbox class.

[Turn over...

PART – B

11. A) Explain about the basic concept of OOPs.

    (Or)

    B) (i) How will you create and execute a java program? Explain with an example. (7)
       (ii) Define expression. Explain the evaluation of expression with an example. (7)

12. A) Explain about the simple if statement, if else statement and switch statement.

    (Or)

    B) (i) Which methods are used to add and delete element from a vector? Explain with examples. (7)
       (ii) Explain any two string buffer methods. (7)

13. A) Explain about inheritance and write an example program for multilevel inheritance.

    (Or)

    B) Explain about system packages.

14. A) Explain about the creation of thread by implementing Runnable interface for multithreading.

    (Or)

    B) Explain the exception handling with an example program.

15. A) How will you create and execute an applet? Write an example applet program.

    (Or)

    B) (i) Explain the methods available in Button classes. (7)
       (ii) Write a note on drawing barchart using graphics class. (7)