PART – B

11. (a) Explain about Java Tokens.

(Or)

(b) Discuss any four basic concept of OOPs. List its applications.

12. (a) Explain the different decision making statements.

(Or)

(b) Explain about String Class.

13. (a) Explain any two types of Inheritance with example.

(Or)

(b) Explain how will you create package and access a package with example program.

14. (a) Explain about exception handling with example.

(Or)

(b) Explain how will you define and run a thread with example.

15. (a) Explain any seven graphics class methods with example.

(Or)

(b) What is layout manager? Explain its types.

October 2023

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 class and object.

2.   Define polymorphism. Give Examples.

3.   List the difference between do –while and while loop.

4.   Define Vector. Write any two constructors of vector class.

5.   Define Inheritance. List its types.

6.   What is the use of abstract method?

7.   Name the two ways to create a thread.

8.   Define Random access file.

9.   What is Event Listener? Name any two event Listeners.

10.   Which method is used to draw a circle? Give Example.

[Turn over.....