2253

October 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 polymorphism. Give an example.

2.   Define constant. List its types.

3.   Give the syntax of if-else statement. Draw its flow diagram.

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

5.   Define class. Give its syntax.

6.   Define package.

7.   Define file streams.

8.   Name the two ways to create a thread.

9.   List any four AWT controls.

10.   Define event listener.

[Turn over.....

PART – B

11. (a) Describe the basic concept of Object Oriented Programming (OOPs).

    (Or)

    (b) Discuss about the various operators in java.

12. (a) Describe the different types of looping statements in java.

    (Or)

    (b) Explain about the String class in java.

13. (a) Describe about the method overloading in java with an example.

    (Or)

    (b) Discuss the various types of inheritance in java.

14. (a) Explain the exception handling with an example.

    (Or)

    (b) Discuss about the thread priority and thread scheduling.

15. (a) Describe about the applet life cycle with its diagram.

    (Or)

    (b) Explain about the layout manager in AWT.