

B.E. Sixth Semester (Four Year) (Computer Engineering) (CGS)
10271 : Elective-II : Java Programming : 6 FEKE 05

P. Pages : 2

Time : Three Hours



AU - 2787

Max. Marks : 80

- Notes :
1. Assume suitable data wherever necessary.
 2. Illustrate your answer necessary with the help of neat sketches.
 3. Use of pen Blue/Black ink/refill only for writing the answer book.

1. a) Explain the following terms 7
 - i) Classes
 - ii) Objects
 - iii) Abstraction
 - iv) Inheritance
 - v) Polymorphism.
- b) Explain the steps for executing JAVA program. What are source file and byte code file? 7

OR

2. a) What is array in java? How to define, create & initialize a one dimensional array? 7
- b) Explain various data types supported in java with example. 7
3. a) What is Object & Classes? Explain relationship between object & classes. 6
- b) Explain the following string operation 7
 - a) substring ()
 - b) concat ()
 - c) trim ()
 - d) CharAt ()
 - e) equals ()
 - f) toUpperCase ()

OR

4. a) Differentiate between instance variable, local variable and class/static variable. 7
- b) What is the purpose of "this" keyword? Explain with suitable example. 6
5. a) What is inheritance? Explain different types of inheritance with example. 7
- b) Explain Abstract class with example. 6

OR

6. a) Explain various access specifiers in java. 6
- b) Explain the following keywords 7
 - i) Final
 - ii) Super
7. a) Why AWT is considered heavy weight as compared to swing? 7
- b) State the use of font class. List and explain different methods of font class. 7

OR

8. a) Comment on various layout managers. Which layout manager is default layout for java panel? How to set new layout manager to a panel? 7
- b) Explain graphics class & color class in details. 7
9. a) Explain the declaration, creation & use of following GOI objects. 6
- a) Label
- b) Textfield
- c) Button
- b) Explain how to add an active control to a java frame and how to register an ActionEvent to that control & how to process the registered event? 7

OR

10. a) Explain the following 6
- i) Action listener Interface.
- ii) Delegation event model.
- b) Create button labeled as "OK" and change label on button "its OK" on clicking. 7
11. a) Write an applet to draw rectangle, round rectangle and fill rectangle inside applet visible area. 6
- b) What is applet class? Where it is located? List out any five applet methods & explain each in brief. 7

OR

12. a) Explain life cycle of applet and explain applet tag in detail. 7
- b) Differentiate between java applet & java application. 6
