

V Semester B.A./B.Sc. Examination, November/December 2016
(CBCS) (2016-17 and Onwards) (Fresh)

COMPUTER SCIENCE – V
Object Oriented Programming using Java

Time : 3 Hours

Max. Marks : 70

Instruction : Answer all Sections.

SECTION – A

- I. Answer any 10 questions. Each question carries 2 marks. (10×2=20)
- 1) Define class and object.
 - 2) Define the following :
 - a) Bytecode
 - b) Unicode System.
 - 3) Define any two features of Oops.
 - 4) What is type casting ? Mention the types of casting.
 - 5) Differentiate between entry controlled and exit controlled loop.
 - 6) Define vector and wrapper class in Java.
 - 7) Differentiate between abstract class and interface.
 - 8) Mention the various access specifiers available in Java.
 - 9) Define thread priorities.
 - 10) What is the difference between string class and string buffer class ?
 - 11) Illustrate Applet tag.
 - 12) Differentiate between final and finally.

SECTION – B

- II. Answer any 5 of the following questions : (5×10=50)
- 13) a) Explain the features of Java. 5
 - b) Write any 5 differences between Java and C. 5



- 14) a) Define Inheritance and explain the various types of inheritance in Java. 7
b) Differentiate between method overloading and method over-riding. 3
- 15) a) Explain any 5 string methods of string class in Java. 5
b) Define constructor. Explain constructor overloading with an example. 5
- 16) a) Define interface and write a program to explain how multiple inheritance is achieved using interface. 5
b) Define package. Write the purpose of any 4 API packages available in Java. 5
- 17) a) Define exception. Explain exception handling in Java with an example. 5
b) Write a program to sort list of elements in ascending and descending order and show the exception handling. 5
- 18) a) Define multithreading. Explain how to create multiple threads in Java. 5
b) Write a program to set priorities to threads in Java. 5
- 19) a) What is an applet ? Explain the life cycle of an applet. 5
b) Write a program to implement mouse events using applet. 5
- 20) a) Explain any 5 graphics class methods. 5
b) What is a stream ? Explain the classification of streams in Java. 5

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SECTION - B

Answer any 2 of the following questions

13) a) Explain the features of Java.

b) Write any 2 differences between Java and C.