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## V Semester B.A./B.Sc. (CBCS) Degree Examination, March - 2021 COMPUTER SCIENCE

## Object Oriented Programming Using Java

Paper: V

Time: 3 Hours Maximum Marks: 70

Instructions to Candidates:

Answer all the Sections.

## **SECTION - A**

Answer any **Ten** Questions. Each question carries **Two** marks.  $(10\times2=20)$ 

- 1. What is JVM?
- 2. What is casting? What are types of Casting?
- 3. What is New Operator? Give Syntakt
- 4. What are the two constants defined in Mato Class?
- 5. What is for loop? Give Syntax.
- 6. Write the syntax for creating objects in Java.
- 7. What is the difference between 'this' and 'super' keywords?
- 8. What is an array? How to declare an array in Java?
- **9.** What is an interface?
- 10. What is a stream? Name the two types of Java streams.
- 11. What is an applet?
- 12. How is paint () method different from repaint () method?

## **SECTION-B**

Answer any Five Questions. Each question carries Ten marks. (5×10=50)

13. a) Explain any five features of Java. (5)

b) Write the basic structure of a java program and explain. (5)

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14.	a)	Explain different types of operators available in java.	(5)
	b)	Write a java program to find the factorial of a number.	(5)
15.	a)	What are constructors? What are the types of constructors? Explain with s example.	uitable (5)
	b)	What is while loop? Explain with example.	(5)
16.	a)	What is an inheritance? Explain the different types of inheritance.	(5)
	b)	Explain Abstract classes and methods with suitable examples.	(5)
17.	a)	What are strings in java? Explain any Five string methods.	(5)
	b)	Write a program to sort list of elements in ascending and descending order and the exception handling.	d show (5)
18.	a)	Explain the various access control modifiers.	(5)
	b)	Define any five java API packages.	(5)
19.	a)	Explain the life cycle of Whread.	(5)
	b)	What is an Exception? Explain with suitable example how to handle exception	is? <b>(5)</b>
20.	a)	Explain the life cycle of an Applet.  Write any five methods of Graphics class.	(5)
	b)	Write any five methods of Graphics class.	(5)