

VI Semester B.A./B.Sc. Examination, May 2016
(Freshers) (Semester Scheme) (2015 – 16 Only)

COMPUTER SCIENCE – VII

Object Oriented Programming using Java

Time : 3 Hours

Max. Marks : 70

Instruction : Answer *all* the Sections.

SECTION – A

I. Answer **any ten** questions. Each questions carries **two** marks. **(2×10=20)**

- 1) Mention the different access specifiers used in JAVA.
- 2) What is the purpose of import statement ?
- 3) Mention any two differences between C and JAVA.
- 4) What is a Byte Code ?
- 5) Mention the two ways in which a thread can be created in JAVA.
- 6) What is an applet ? Write the syntax and an example of applet.
- 7) What is finalizer method ? Give an example.
- 8) What is a package ? Mention any two API packages of JAVA.
- 9) How do we set priority of a Thread ? Give example.
- 10) What is a wrapper class ? Mention the method used to convert a string to primitive data type.
- 11) What is JVM ? Explain.
- 12) What is an abstract class ?

P.T.O.



SECTION - B

II. Answer **all** the questions. **Each** question carries **ten** marks. (10×5 = 50)

13) a) Explain any five features of JAVA. 5

b) What is command line arguments ? Explain with an example. 5

OR

a) Explain loops in JAVA with example. 5

b) Explain switch statement with an example. 5

14) a) What is inheritance ? Explain the different types of inheritance used in JAVA. 5

b) Explain super and this keyword in JAVA with an example. 5

OR

a) Explain static members with example. 5

b) Explain final keyword with example. 5

15) a) What is constructor ? Explain the different types of constructors. 5

b) Write a JAVA program to find area of a cube using different types of constructors. 5

OR

a) Explain any five string functions with example. 5

b) Write a JAVA program to reverse a string. 5

16. a) What is an interface ? Explain defining and implementing interfaces with an example. 5

b) Differentiate between method overriding and method over loading. 5

OR



- a) Explain scope of variables with example. 5
 - b) Discuss various visibility modifiers used in JAVA. 5
 - 17) a) What is a thread ? Explain thread life cycle of JAVA. 5
 - b) What is an exception ? Explain exception handling mechanism of JAVA. 5
- OR
- a) Explain the applet life cycle mechanism of JAVA. 5
 - b) What is a stream ? Explain different types of stream classes. 5

SECTION – A

- (10×1=10)
- 1. What is the range of range buffer in display devices?
 - 2. What are the applications of interactive computer graphics?
 - 3. Define pixel.
 - 4. What is persistence?
 - 5. Mention different character attributes.
 - 6. What is vector display?
 - 7. What do you mean by segment line?
 - 8. What is meant by composite transformation?
 - 9. Define viewport.
 - 10. What do you mean by window offset?
 - 11. What are world co-ordinates?
 - 12. What is meant by order of continuity?