Reg. No. :

Answer ALL Questions

PART A - (10 x 1 = 10 Marks)

1. Characteristic of an object includes

    (a) State   (b) Identity   (c) Behavior   (d) All the above

2. Consider public class MyClass{ public MyClass(){/*code*/} // more code... } To instantiate MyClass, you would write?

    (a) MyClass mc = new MyClass();   (b) MyClass mc = MyClass();
    (c) MyClass mc = MyClass;   (d) MyClass mc = new MyClass;

3. Which of these can be used to fully abstract a class from its implementation?

    (a) Objects   (b) Packages   (c) Interfaces   (d) None of these

4. Java does not support _____ inheritance

    (a) Multiple   (b) Multilevel   (c) Hierarchy   (d) Simple

5. Which function of pre-defined class Thread is used to check weather current thread being checked is still running?

   (a) is Alive ( )   (b) Join ( )   (c) is Running ( )   (d) Alive ( )

6. The following one is wrong with the concept of thread

   (a) Defines a separate path of execution
   (b) Smallest unit of dispatchable code
   (c) Require their own separate address space
   (d) Inexpensive and low cost for context switching

7. Event class is defined in which of these libraries

   (a) java.io   (b) java.lang   (c) java.net   (d) java.util

8. Which is the container that doesn't contain title bar and MenuBars. It can have other components like button, textfieldetc?

   (a) Window   (b) Frame   (c) Panel   (d) Container

9. Which of these classes can be used to implement input stream that uses a character array as the source

   (a) Buffered Reader   (b) File Reader
   (c) Char Array Reader   (d) File Array Reader

10. Which of these is a method of ObjectOutput interface used to finalize the output state so that any buffers are cleared?

    (a) clear()   (b) flush()   (c) fflush()   (d) close()

PART - B (5 x 2 = 10 Marks)

11. Differentiate a constructor and a method.

12. What is an abstract class?

13. Can we have the try block without catch block?

14. What is AWT?

15. What does the Serializable interface do?

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PART - C (5 x 16 = 80 Marks)

16. (a) (i) State the use of constructor and finalize( ) method in java using a programming example. Show how garbage collection is achieved here. (8)

    (ii) Why do we need static members and how to access them? Explain it with clear example. (8)

Or

(b) Elaborate on the various object oriented concepts, with necessary illustrations. (16)

17. (a) What is dynamic binding? Show with an example how dynamic binding works. (16)

Or

(b) What is dynamic binding? Show with an example how dynamic binding works. (16)

18. (a) With illustrations explain multithreading, interrupting threads, thread states and thread properties. (16)

Or

(b) How are exceptions handled in Java? Elaborate with suitable examples. (16)

19. (a) Write a program to create a frame with the following menus, such that the corresponding geometric object is created when a menu is clicked.
    (i) Circle
    (ii) Rectangle
    (iii) Line (16)

Or

(b) Write a program to simulate the layout and working of a calculator. Write a program for calculator using grid layout. (16)

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20. (a) Describe about the different input and output streams and their classes.   (16)

Or

(b) Discuss Java database connectivity. Explain JDBC connectivity with suitable examples.   (16)

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