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FIFTH SEMESTER B.Sc. DEGREE EXAMINATION, NOVEMBER 2013

(UG-CCSS)

Computer Science—Core Course

CS 5B 09—PROGRAMMING IN JAVA

Time : Three Hours   Maximum : 30 Weightage

Part I

Answer all twelve questions.
Each question carries ¼ weightage.

1. Say True or False. Java does not support dynamic initialization.

2. ———— is the Java bitwise unary NOT operator.

3. By using ———— you can define specific actions that will occur when as object is just about to be reclaimed by the garbage collector.

4. ———— is the mechanism by which a call to an over-ridden method is resolved at run time, rather than at compile time.

5. Using ———— one can specify what a class must do, not how it does it.

6. All exception types are subclasses of the built-in class ————.

7. In Java-console input is accomplished by reading from ————.

8. When an applet begins, the AWT calls the methods init(), start() and ————, in that order.

9. A ———— is an object than is notified when an event occurs.

10. ODBC stands for ————.

11. JAR stands for ————.

12. Say true *or* false : HTTP is a stateless protocol.

                                    (12 × ¼ = 3 weightage)

Part II

Answer all nine questions.
Each question carries 1 weightage.

13. What do you mean by garbage collection in Java ?

14. What do you mean by multithreaded programming ?

15. Give examples of any two string constructors.

16. Define package.

Turn over

17. What is an applet and applet class ?

18. What do you mean by stored procedure ?

19. What is a servlet ?

20. List any *four* properties of Java beans.

21. What is a Cookie ?

(9 × 1 = 9 weightage)

Part III

Answer any **five** *questions.*
Each question carries 2 weightage.

22. Write and explain the important features of Java.

23. With suitable example, explain the control structures in Java.

24. Give a detailed account exception handling in Java.

25. Write and explain a simple Swing application.

26. Explain the basics of Remote Method invocation.

27. Write short note on Java beans.

28. With suitable example, explain the steps in creating a simple servlet.

(5 × 2 = 10 weightage)

Part IV

Answer any **two** *questions.*
Each question carries 4 weightage.

29. With suitable examples, explain the important concepts in inheritance and their implementation in Java.

30. Discuss AWT window fundamentals. Write an applet which draws a rectangle with line draw method.

31. (a) Explain with examples JDBC code for :

   (i) Establishing connection.

   (ii) Getting data from tables.

   (iii) Storing data to tables.

   (b) List the benefits of Java servlet.

(2 × 4 = 8 weightage)