C 30339 (Pages : 2) Name.....

Reg. No.....

FIFTH SEMESTER B.Sc. DEGREE EXAMINATION, NOVEMBER 2017

(CUCBCSS—UG)

Computer Science

BCS 5B 09—JAVA PROGRAMMING

Time : Three Hours Maximum : 80 Marks

Part A

Answer all *questions.*
1 *mark each.*

1. JVM is an interpreter of ———.
   (a) Source code. (b) Machine code.
   (c) Byte code. (d) Executable code.
2. The checkbox object generates ———.
   (a) Action Event. (b) Adjustment Event .
   (c) Item Event. (d) None of these.
3. ——— initializes an object immediately upon creation.
   (a) New. (b) Finalize.
   (c) This. (d) Constructor.
4. In Java size of float is ——— bytes.
   (a) 4. (b) 8.
   (c) 16. (d) 32.
5. If a class declared as ———, it cannot be inherited.
   (a) Abstract. (b) Final.
   (c) Extends. (d) None of these.
6. ——— is the default layout manager.
7. The keyword to declare a constant that cannot be changed is ———.
8. ——— is an instance of class.
9. ——— is a method to name a label.
10. All exceptions are subclasses of ———.

(10 × 1 = 10 marks)

Turn over

Part B

Answer **all** *questions.*
2 *marks each.*

11. What is a thread ?
12. Write the constructors of list class.
13. What do you mean by dynamic method dispatch method ?
14. Explain finally with example.
15. What is an event listener ?

(5 × 2 = 10 marks)

Part C (Short Essay)

Answer any **five** *questions.*
4 *marks each.*

16. Explain life cycle of thread.
17. Explain choice control.
18. Explain Buffered writer class.
19. Write a Java program to implement Applet concept.
20. Explain interfaces with syntax and example.
21. Write a Java program to draw oval, rectangle, circle, arc etc.
22. Explain various AWT controls.
23. With an example, explain how to create a child thread by implementing runnable interface.

(5 × 4 = 20 marks)

Part D (Essay)

Answer any **five** *questions.*
8 *marks each.*

24. Explain important features of Java.
25. Explain four layout managers.
26. Discuss different stages in the life cycle of an applet.
27. Describe multiple and multilevel inheritance.
28. Write a program using while loop to reverse the digit for any number.
29. Write a program to design a digital clock.
30. Create an applet containing three buttons labeled red, green, and blue. The background colour is initially set to white.
31. Explain in detail the different types of operator in Java.

(5 × 8 = 40 marks)