

(6 pages)

Reg. No. :

Code No. : 20990

Sub. Code : GMCS 32/
GMSE 32

B.Sc. (CBCS) DEGREE EXAMINATION,
NOVEMBER 2016.

Third Semester

Computer Science – Main

JAVA PROGRAMMING

(For those who joined in July 2012-2015)

Time : Three hours

Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answer :

1. What is the numerical range of a char in Java?

- (a) -128 to 127 (b) 0 to 256
(c) 0 to 32767 (d) 0 to 65535

2. Which operator is used to invert all the digits in binary representation of a number?

- (a) ~ (b) <<<
(c) >>> (d) ^

3. _____ method, will specify those actions that must be performed before an object is destroyed.

- (a) main (b) stream
(c) final (d) finalize

4. If more than one method have a same name is said to be

- (a) Loading (b) Overloading
(c) inheritance (d) final

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

- (a) Throwable (b) String
(c) Util (d) Time

6. The _____ block will execute whether or not an exception is thrown.

- (a) try (b) catch
(c) throw (d) finally



7. _____ is valid parameter to set the background color as red.

- (a) setColor(RED)
- (b) color = RED
- (c) color.RED
- (d) new Color(RED)

8. If we implements ActionListener in our program, then we must override _____ method.

- (a) actionPerformed()
- (b) Actionperformed()
- (c) actionPerfromed ()
- (d) actionperformed()

9. _____ is a passive control.

- (a) Text field (b) Label
- (c) Button (d) None of these

10. _____ is a single line edit control.

- (a) Text field (b) Lable
- (c) Button (d) Text area

PART B — (5 × 5 = 25 marks)

Answer ALL questions, choosing either (a) or (b).

Each answer should not exceed 250 words.

11. (a) Compare variables with literals.

Or

(b) Illustrate about operator precedence.

12. (a) How to pass object as an argument to the method?

Or

(b) Write note on Garbage collection.

13. (a) Mention the Exception types.

Or

(b) How to use isAlive() and join() method?

14. (a) Describe the sources of Events.

Or

(b) Mention any five methods of Applet class.

15. (a) How to create a Frame window in an Applet?

Or

(b) Write a Applet program to draw several lines.



PART C — (5 × 8 = 40 marks)

Answer ALL questions, choosing either (a) or (b).

Each answer should not exceed 600 words.

16. (a) Explain the different types of Operators in Java.

Or

- (b) Write a Java program to multiply two matrices.

17. (a) Write note on constructor with an example.

Or

- (b) Explain about Dynamic method dispatch.

18. (a) Discuss the Exception Handling in Java.

Or

- (b) Illustrate about multi threading with an example.

19. (a) Discuss the attributes of <APPLET> tag.

Or

- (b) Give a Life cycle of Applet with an suitable example.

20. (a) Explain the methods used to draw a circle, polygons and rectangles.

Or

- (b) Write note on AWT Controls.
-

