(6 pages)　　　　　　Reg. No. : ....

Code No. : 40586 E　　Sub. Code : SMCS 31/
　　　　　　　　　　　　　　　　　　SMSE 31

B.Sc. (CBCS) DEGREE EXAMINATION,
NOVEMBER 2019.

Third Semester

Computer Science / Software Engineering — Main

JAVA PROGRAMMING

(For those who joined in July 2017 onwards)

Time : Three hours　　　　　Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answer :

1. Literals can be of which of these data types?

　(a)　Integer　　　　　(b)　Float

　(c)　Boolean　　　　　(d)　All of the above

2. An array elements are always stored in ————
memory locations.

　(a)　Sequential

　(b)　Random

　(c)　Indexed Sequential

　(d)　Hash

3. What is the return type of a method that does not
returns any value?

　(a)　int　　　　　　　(b)　float

　(c)　void　　　　　　　(d)　double

4. Which of these keywords is used to refer to
member of base class from a subclass?

　(a)　Upper　　　　　　(b)　Super

　(c)　This　　　　　　　(d)　Extends

5. Which of the following keywords is used for
throwing exception manually?

　(a)　finally　　　　　(b)　try

　(c)　throw　　　　　　(d)　catch

6. Which of these method wakes up the first thread that called wait()?

  (a) Wake () (b) Notify ()

  (c) Start () (d) NotifyAll ()

7. _____ function is called to display the output of an applet

  (a) Display () (b) Paint ()

  (c) DisplayApplet () (d) PrintApplet ()

8. Which of these methods will respond when you click any button by mouse?

  (a) MouseClicked ()

  (b) MouseEntered ()

  (c) MousePressed ()

  (d) All of the above

9. _____ method is a part of Abstract window Toolkit (AWT)?

  (a) Display () (b) Paint ()

  (c) Drawstring () (d) Transient ()

10. _____ operator can be used to get run time information about an object

  (a) getinto (b) info

  (c) instanceof (d) getintoof

PART B — (5 × 5 = 25 marks)

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

Each answer should not exceed 250 words.

11. (a) Explain Type Conversion and Casting.

  Or

  (b) Discuss about Class fundamentals.

12. (a) Explain Argument passing with sample program.

  Or

  (b) Discuss about static.

13. (a) Write notes on Access protection.

  Or

  (b) Explain the uses of throws clause with a sample program.

14. (a) Explain the skeleton of an Applet.

  Or

  (b) Explain the sources of Events generation.

15. (a) Explain the methods when working with frame windows.

Or

(b) Write about Text Area with a sample program.

PART C — (5 × 8 = 40 marks)

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

Each answer should not exceed 600 words.

16. (a) Discuss in detail about variables.

Or

(b) Explain the fundamentals of methods.

17. (a) Explain the following

(i) Access control

(ii) Nested and Inner classes.

Or

(b) Explain the uses of super.

18. (a) Discuss in brief on Interfaces.

Or

(b) Explain the Java Thread Model.

19. (a) Explain the parts of HTML APPLET tag.

Or

(b) Explain any four Event Listener Interfaces.

20. (a) Explain any two methods when working with Graphics.

Or

(b) Explain about Layout Managers.

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