

(6 pages) **Reg. No. :**

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**Code No. : 30599 E Sub. Code : SMCS 31/
SMSE 31**

**B.Sc. (CBCS) DEGREE EXAMINATION,
NOVEMBER 2020.**

Third Semester

Computer Science / Software Engineer – Core

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. Java defines _____ integer data types.
 - (a) 4
 - (b) 5
 - (c) 6
 - (d) 8
2. A variable defined in a class are
 - (a) Static
 - (b) Dynamic
 - (c) Instance
 - (d) Public

3. A method can return
- (a) Data
 - (b) Class
 - (c) Object
 - (d) All the above
4. To inherit a class _____ is used as a keyword.
- (a) Void
 - (b) Extends
 - (c) Inherit
 - (d) Show
5. Variables declared in Interface must be
- (a) Primitive
 - (b) Abstract
 - (c) Static
 - (d) Qualified
6. _____ class doesnot define any methods of its own.
- (a) Try
 - (b) Catch
 - (c) Exception
 - (d) Throwable
7. _____ type of applets are better than AWT while using GUI.
- (a) JDK
 - (b) Applet Stub
 - (c) Swing
 - (d) Exceptional

8. ALT tag is used to specify
- (a) numerical data
 - (b) floating type data
 - (c) text message
 - (d) all the above
9. In AWT fonts have specific
- (a) family name
 - (b) logical name
 - (c) face name
 - (d) all the above
10. _____ don't have menu bar.
- (a) Choice
 - (b) Checkbox
 - (c) Dialog
 - (d) Text field

PART B — ($5 \times 5 = 25$ marks)

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

Each answer should not exceed 250 words.

11. (a) Explain the automatic type conversion in Java.
- Or
- (b) Explain the syntax of finalize () method with example.

12. (a) Explain the syntax of recursion in Java with example.

Or

- (b) Write a program in Java to find the area of a triangle and rectangle using abstract methods.

13. (a) Give the syntax of package. Give examples.

Or

- (b) Explain about thread priorities.

14. (a) Explain the methods used in the sequence while using applets.

Or

- (b) State any five event listener interfaces.

15. (a) Define AWT classes in Java. Explain any five of them.

Or

- (b) Give the syntax of Label and give its constructors.

PART C — ($5 \times 8 = 40$ marks)

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

Each answer should not exceed 600 words.

16. (a) Define a variable. Explain its declaration scope and lifetime in Java.

Or

- (b) Give an account of method and its parameters in Java and with examples.

17. (a) How will you implement access control in Java?

Or

- (b) Give the reasons to override a method. Explain the procedure with example.

18. (a) With suitable example explain the access protection in the package.

Or

- (b) Discuss about throw and throws in exception handling.

19. (a) Write a program in Java using applet to display a scrolling message.

Or

- (b) Define event in Java. Explain its two classes.

20. (a) Write a program in Java to display the applet window and its child window.

Or

- (b) Give an account of Text field in Java. And also discuss about handling the Text field with example.
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