Reg. No. : ....

Code No. : 20445 E   **Sub. Code : AMCS 31**

B.Sc. (CBCS) DEGREE EXAMINATION,
NOVEMBER 2021.

Third Semester

Computer Science — Core

JAVA PROGRAMMING

(For those who joined in July 2020 onwards)

Time : Three hours   Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answers :

1. Which of the following is not a type of inheritance?
    (a) Multiple   (b) Multilevel
    (c) Hierarchical   (d) Multipath

2. The subclass constructor uses the keyword ————— to invoke the constructor method of the super class.
    (a) super   (b) sub
    (c) derive   (d) inheritance

3. The ———————— method returns 'true' if s1 equals to s2.

   (a) s1.equals(s2)   (b) s1.check(s2)

   (c) s1.compareTo(s2)   (d) None of these

4. To hide a class from a package, ———————— should be declared.

   (a) not private   (b) not protected

   (c) not public   (d) not visible

5. In the life cycle of thread includes ———————— states.

   (a) 3   (b) 4

   (c) 5   (d) 6

6. The sleep( ) method takes time in ————————

   (a) nanosecond   (b) millisecond

   (c) second   (d) minute

7. A ———————— applet is developed by someone else and stored on a remote computer connected to the internet.

   (a) remote   (b) local

   (c) both (a) and (b)   (d) none of the above

8. Which of the following is/are the value(s) of align attribute of <applet> tag?

   (a) TEXT TOP   (b) BASELINE

   (c) ABSMIDDLE   (d) All the above

9. In applet, to draw circle ———————— method is used.

   (a) drawCircle( )   (b) drawEllipse( )

   (c) drawOval( )   (d) drawRound( )

10. Which of the following is not a method of Graphics class?

   (a) copyArea( )   (b) drawRound( )

   (c) drawRoundRect( ) (d) drawOval( )

PART B — (5 × 5 = 25 marks)

Answer ALL questions, choosing either (a) or (b) not exceeding 250 words.

11. (a) Define class. Give basic form of a class definition and explain it.

Or

   (b) Give brief note on method overloading with example.

12. (a) How interfaces are get differ from classes? Explain.

Or

(b) Write about accessing interface variables. Explain.

13. (a) What are the two different ways of creating thread? Explain with example.

Or

(b) Write a program with multiple catch statement and explain it.

14. (a) Explain applet life cycle.

Or

(b) Explain how to add applet to a html file.

15. (a) Write a program to draw a human face using different methods of graphics class. Explain it.

Or

(b) 'Using control loops in applets' – Explain with an example.

PART C — (5 × 8 = 40 marks)

Answer ALL questions, choosing either (a) or (b) not exceeding 600 words.

16. (a) Write about method declaration in detail with an example.

Or

(b) Expound constructors with an example.

17. (a) How two-dimensional array is used? Explain with example.

Or

(b) How do you define interfaces? Explain.

18. (a) Discuss – synchronization.

Or

(b) Explain types of errors in detail.

19. (a) Give a detail note on preparing to write applet.

Or

(b) Explain designing a webpage.

20. (a) What is the use of graphics class? Explain in detail.

Or

(b) What are the different methods for drawing rectangles in graphics class?

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