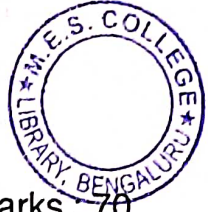


V Semester B.A./B.Sc. Examination, November/December 2016

(CBCS) (2016-17 and Onwards) (Fresh)

COMPUTER SCIENCE – V

Object Oriented Programming using Java



Time : 3 Hours

Max. Marks : 70

Instruction : Answer *all* Sections.

SECTION – A

I. Answer **any 10** questions. Each question carries **2** marks. (10×2=20)

- 1) Define class and object.
- 2) Define the following :
 - a) Bytecode
 - b) Unicode System.
- 3) Define any two features of Oops.
- 4) What is type casting ? Mention the types of casting.
- 5) Differentiate between entry controlled and exit controlled loop.
- 6) Define vector and wrapper class in Java.
- 7) Differentiate between abstract class and interface.
- 8) Mention the various access specifiers available in Java.
- 9) Define thread priorities.
- 10) What is the difference between string class and string buffer class ?
- 11) Illustrate Applet tag.
- 12) Differentiate between final and finally.

SECTION – B

II. Answer **any 5** of the following questions : (5×10=50)

- 13) a) Explain the features of Java. 5
- b) Write any 5 differences between Java and C. 5



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| 14) a) Define Inheritance and explain the various types of inheritance in Java. | 7 |
| b) Differentiate between method overloading and method over-riding. | 3 |
| 15) a) Explain any 5 string methods of string class in Java. | 5 |
| b) Define constructor. Explain constructor overloading with an example. | 5 |
| 16) a) Define interface and write a program to explain how multiple inheritance is achieved using interface. | 5 |
| b) Define package. Write the purpose of any 4 API packages available in Java. | 5 |
| 17) a) Define exception. Explain exception handling in Java with an example. | 5 |
| b) Write a program to sort list of elements in ascending and descending order and show the exception handling. | 5 |
| 18) a) Define multithreading. Explain how to create multiple threads in Java. | 5 |
| b) Write a program to set priorities to threads in Java. | 5 |
| 19) a) What is an applet ? Explain the life cycle of an applet. | 5 |
| b) Write a program to implement mouse events using applet. | 5 |
| 20) a) Explain any 5 graphics class methods. | 5 |
| b) What is a stream ? Explain the classification of streams in Java. | 5 |
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