

B. Sc. DEGREE END SEMESTER EXAMINATION : NOVEMBER 2023**SEMESTER 5 : COMPUTER APPLICATIONS****COURSE : 19U5RCAP09 : PROGRAMMING IN JAVA***(For Regular 2021 Admission and Supplementary 2020/2019 Admissions)*

Time : Three Hours

Max. Marks: 75

PART A**Answer All (1 mark each)**

1. Write a sample code to draw a circle in an applet.
2. Main advantage of inheritance is _____.
3. Define abstraction in OOPS.
4. Specify the purpose of Layout Manager.
5. Maximum number of classes may present in a Java program is _____.
6. Define package.
7. List the types of Layout Managers.
8. Define JDBC driver.
9. Write the outputs.

```
double myDouble = 9.78d;  
int myInt = (int) myDouble;  
System.out.println(myDouble);  
System.out.println(myInt);
```
10. _____ keyword is used to fire exception.

(1 x 10 = 10)**PART B****Answer any 8 (2 marks each)**

11. Which are the two ways to run applet?
12. List out the two ways of creating the JFrame in Swing.
13. How does start() correlate with run()?
14. Write the different ways to execute an applet.
15. AWT is platform independent. Justify
16. Define the concept of WORA.
17. List out the advantages and disadvantages of an array.
18. List out the advantages of exception handling.
19. Multithreading doesn't block the user. Justify
20. What is the use of this keyword?

(2 x 8 = 16)**PART C****Answer any 5 (5 marks each)**

21. Write the syntax of any three constructors of FlowLayout manager.
22. Write a program to implement multiple inheritance using Bank interface.
23. Create a program to demonstrate hierarchical inheritance.
24. Differentiate between finally and final.
25. Write in detail on Runnable interface.

26. Explain decision making statements.
27. Write an applet program using `getParameter()`.

(5 x 5 = 25)

PART D

Answer any 2 (12 marks each)

28. Define package. List out the types of package. Explain the steps for creating, compiling and executing use defined packages.
29. Define inheritance and its types in detail.
30. Define different data types available in Java.
31. Write in detail about any five AWT components. Write any three constructors and methods of them.

(12 x 2 = 24)