Reg. No ..... Name **26U502-S**

B.Sc DEGREE END SEMESTER (SAY) EXAMINATION - MAY 2026

SEMESTER 5 : COMPUTER APPLICATIONS

COURSE : **19U5CRCAP09 - PROGRAMMING IN JAVA**

(For Supplementary (SAY) 2023 Admission)

Time : Three Hours Max. Marks: 75

PART A

Answer All (1 mark each)

1. _____ method of DriverManager class is used to connect with the database.
2. List out any three methods of JButton.
3. "Java is platform independent." Justify.
4. _____ term is used to inherit a class from another class.
5. _____ method returns char value for the particular index of a String class.
6. Define the purpose of finally block in Java.
7. The dot (.) is used to access the object's _____ and _____.
8. _____ act as variables inside the method.
9. Specify the purpose of Layout manager.
10. Write the package name in which JDBC classes are defined.

(1 x 10 = 10)

PART B

Answer any 8 (2 marks each)

11. Define Encapsulation.
12. Define ResultSet interface.
13. Differentiate between JTextField and JTextArea components in swing.
14. How does start() corelate with run()?
15. Define static binding.
16. Explain the term Portability.
17. Write the usage of getParameter() in Applet.
18. Write a sample code to initialize a multi-dimensional array in Java.
19. Explain the two ways to create a Frame in Java.
20. Write the output.

```
String txt = "It\'s alright.";
System.out.println(txt);
```

(2 x 8 = 16)

PART C

Answer any 5 (5 marks each)

21. "Multithreading doesn't block the user." Justify.
22. Create a program to demonstrate event handling using *Frame* container.
23. "ODBC is database-dependant while JDBC is database-independant." Compare.
24. Define the use of bitwise operators. Explain any three.
25. Create a program to demonstrate the usage of *super* keyword.
26. Write a program to find the duplicate elements in the given array.
27. Define constructor and its types.

(5 x 5 = 25)

PART D

Answer any 2 (12 marks each)

28. Explain the different data types in Java. Illustrate.
29. Explain in detail with examples about any five built-in exceptions in Java.
30. Discuss about event, event class, event listener and registration methods with the listener of AWT control Button. Create a program to demonstrate the event handling program.
31. Compare between abstract class and Interface. Write a program to illustrate abstract class and Interface in Java.

(12 x 2 = 24)