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

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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