PSG COLLEGE OF ARTS & SCIENCE
(AUTONOMOUS)

BCom DEGREE EXAMINATION MAY 2024
(Fourth Semester)

Branch – e-COMMERCE

FUNDAMENTALS OF JAVA PROGRAMMING

Time: Three Hours   Maximum: 50 Marks

SECTION-A (5 Marks)
Answer ALL questions
ALL questions carry EQUAL marks   (5 x 1 = 5)

1   Which statement is used for decision making when there are multiple conditions to check?
    (i)   Simple If Statement   (ii) If...Else Statement
    (iii) Switch Statement   (iv) ?: Operator

2   _____ represents an entity in the real world that can be distinctly identified.
    (i) A Class   (ii) An Object
    (iii) A Method   (iv) A data field

3   Which of these is a mechanism for naming and visibility control of a class and its content?
    (i)   Object   (ii) Arrays
    (iii) Interfaces   (iv) Packages

4   Which interface is used to create a thread in Java?
    (i)   Processor   (ii) Executor
    (iii) Threadable   (iv) Runnable

5   Which class provides many methods for graphics programming?
    (i)   java.awt   (ii) java.Graphics
    (iii) java.awt.Graphics   (iv) java.Arcs

SECTION - B (15 Marks)
Answer ALL Questions
ALL Questions Carry EQUAL Marks   (5 x 3 = 15)

6   a   Describe the Java program structure and the role of Java Virtual Machine (JVM) in executing Java byte code.
                        OR
    b   What is a variable? Describe the different types of variables.

7   a   Define Methods. Classify Method Overloading.
                        OR
    b   Outline the concept of two-dimensional arrays in Java.

8   a   How to create Threads?
                        OR
    b   List any four Built-in Packages from Java API with their use.

Cont...

9   a   Define Multithreaded Programming.

OR

    b   Mention the purpose of exception handling in Java.

10 a   How applets differ from applications?

OR

    b   Summarize the use of Graphic Class.

SECTION -C (30 Marks)
Answer any Three questions
ALL questions carry EQUAL Marks   (3 x 10 = 30)

11 What is an Operator and discuss the different types of Operators with example.

12 Examine about the Constructors and its types with example.

13 Illustrate how to create and access package.

14 Implement runnable interface with a suitable example.

15 Elucidate the following methods of applet class:

(i) drawRect()   (ii) drawPolygon()   (iii) drawArc()   (iv) drawRoundRect()

Z-Z-Z   END