PSG COLLEGE OF ARTS & SCIENCE
(AUTONOMOUS)
BCom DEGREE EXAMINATION DECEMBER 2023
(Fourth Semester)

Common to Branches - COMMERCE(CA) / COMMERCE (e- COMMERCE)

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 component is responsible for converting bytecode into machine specific code?
   (i) JVM   (ii) JDK
   (iii) JIT   (iv) JRE

2. What is an object in Java?
   (i) Static Reference   (ii) Template
   (iii) Instance of a Class   (iv) None of the above

3. Choose the keyword which is used to create an interface?
   (i) Interface   (ii) Extends
   (iii) Implements   (iv) Inherit

4. Identify the interface which is used to create a thread in JAVA?
   (i) Processor   (ii) Executor
   (iii) Threadable   (iv) Runnable

5. Which of the following method is invoked only once in an applet program?
   (i) stop()   (ii) paint()
   (iii) init()   (iv) destroy()

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

6. a) Describe the features of JAVA.
                        OR
   b) Explain the functionality of Java Virtual Machine (JVM).

7. a) Outline the structure of a class with an example.
                        OR
   b) State in your own words about constructors in JAVA.

8. a) How would you access the variables of an interface?
                        OR
   b) Describe about the JAVA API Package.

9. a) How would you create a thread in JAVA?

OR

b) Explain in detail about exception handling in JAVA.

10. a) Explain the steps to run an Applet program.

OR

b) Narrate the functionality of arcs class in Applet.

SECTION -C (30 Marks)
Answer ALL questions
ALL questions carry EQUAL Marks   (5 x 6 = 30)

11. a) Discuss about the switch statement in JAVA with an example.

OR

b) Differentiate the do-while and while statement in JAVA.

12. a) Summarize the concept of an array in JAVA with an example.

OR

b) Discuss the functionality of method overloading with an example.

13. a) Examine the process of implementing interface with an example.

OR

b) Discuss in detail about the package in JAVA with an example.

14. a) Discuss about the life cycle of a thread.

OR

b) Examine the priority of thread in JAVA with an example.

15. a) Analyze the life cycle of an Applet.

OR

b) Examine the graphics class of an Applet with a suitable example.

Z-Z-Z   END