

PSG COLLEGE OF ARTS & SCIENCE
(AUTONOMOUS)

BCom DEGREE EXAMINATION MAY 2026
(Fourth Semester)

Branch - COMMERCE WITH COMPUTER APPLICATIONS

FUNDAMENTALS OF JAVA PROGRAMMING

Time: Three Hours

Maximum: 75 Marks

SECTION-A (10 Marks)

Answer ALL questions

ALL questions carry EQUAL marks.

(10 × 1 = 10)

Module No.	Question No.	Question	K Level	CO
1	1	What is the abbreviation of JVM? (i) Java Development Kit (ii)Java Virtual Machine (iii)Java Run-time Environment (iv)Java Verified Machine	K1	CO1
	2	Show the component which is used to compile,debug and execute the Java programs. (i)JRE (ii)JIT (iii)JDK (iv)JVM	K2	CO1
2	3	Select the superclass of every class in Java. (i)String class (ii)Object class (iii)Abstract class (iv)Arraylist class	K1	CO2
	4	Select one of the following concepts that makes extensive use of arrays. (i)Binary trees (ii)Caching (iii)Scheduling of Processes (iv)Spatial locality	K2	CO2
3	5	What is an interface in Java? (i)A class that can be instantiated (ii)A blueprint of a class (iii)A type of loop (iv)An array in Java	K1	CO3
	6	Classify one of the following as a predefined package in Java. (i)mypackage (ii)javapackage (iii)util (iv)program	K2	CO3
4	7	Name the method that is used to begin the execution of a thread. (i)run () (ii)start () (iii)execute () (iv)init ()	K1	CO4
	8	NullPointerException is an example of which type of error in Java? (i)Compile-time Error (ii) Logical Error (iii)Syntax Error (iv)Runtime Error	K2	CO4
5	9	Which of these method can be used to output a string in an applet? (i)display () (ii)print () (iii)drawString () (iv)transient ()	K1	CO5
	10	Name the method that is called to clear the screen and calls the paint () method. (i) update () (ii) paint () (iii) repaint () (iv) reupdate ()	K2	CO5

Cont...

SECTION - B (35 Marks)Answer **ALL** questions**ALL** questions carry **EQUAL** Marks (5 × 7 = 35)

Module No.	Question No.	Question	K Level	CO
1	11.a.	Explain the features of Java.	K2	CO1
		(OR)		
	11.b.	Extend the concept of Java Program Structure.		
2	12.a.	What is a Constructor ? What are its special properties?	K1	CO2
		(OR)		
	12.b.	Why are arrays easier to use compared to a bunch of related variables?		
3	13.a.	Identify the Implementing Interfaces.	K3	CO3
		(OR)		
	13.b.	Construct Accessing Package.		
4	14.a.	Explain the two methods by which we may stop threads.	K2	CO4
		(OR)		
	14.b.	Summarize the types of errors.		
5	15.a.	Differentiate Applets from Applications.	K4	CO5
		(OR)		
	15.b.	Examine the Applet Tag.		

SECTION -C (30 Marks)Answer **ANY THREE** questions**ALL** questions carry **EQUAL** Marks (3 × 10 = 30)

Module No.	Question No.	Question	K Level	CO
1	16	Recall the Simple if statement with illustrations.	K1	CO1
2	17	Explain the Two Dimensional Array.	K3	CO2
3	18	Identify the Java API Packages.	K3	CO3
4	19	Construct the Life Cycle of a Thread.	K2	CO4
5	20	Construct the Graphics Programming.	K4	CO5

Z-Z-Z

END