PSG COLLEGE OF ARTS & SCIENCE
(AUTONOMOUS)

BSc DEGREE EXAMINATION MAY 2022
(Fourth Semester)

Branch – MATHEMATICS WITH COMPUTER APPLICATIONS

<u>JAVA PROGRAMMING</u>

Time: Three Hours   Maximum: 75 Marks

<u>SECTION-A (10 Marks)</u>
Answer ALL questions
ALL questions carry EQUAL marks   (10 x 1 = 10)

1   _____ allows writing programs that do many things simultaneously.
(i) High performance   (ii) Multithreaded Programming
(iii) Robust   (iv) Distributed

2   _____ is the mechanism that binds together code and the data it manipulates, and keeps both safe from outside interference and misuse.
(i) Compilation   (ii) Polymorphism
(iii) Encapsulation   (iv) Inheritance

3   Although a subclass includes all of the members of its super class, it cannot access those members of the super class that have been declared as ____.
(i)   Private   (ii)   Public
(iii) Protected   (iv) Processed

4   _____ are containers for classes that are used to keep the class name space compartmentalized.
(i)   Inheritance   (ii) Structures
(iii) Functions   (iv) Packages

5   _____ searches for the lat occurrence of a character or substring.
(i)   lastIndexFor()   (ii) lastIndexIn()
(iii) lastIndexAt()   (iv) lastIndexOf()

6   A_____ is an object that is notified when an event occurs.
(i)   Listener   (ii) Class
(iii) Source   (iv) Model

7   A blank , semantics – free window is the description of _____.
(i)   Button   (ii) Canvas
(iii) Choice   (iv) Cursor

8   _____ are used to select continuous values between a specified minimum and maximum.
(i) Tool bars   (ii)   Scroll bars
(iii) Task Bars   (iv) Space bars

9   _____ is the process of analyzing a Bean to determine its capabilities.
(i) Recursion   (ii)   Manifestation
(iii)Extraction   (iv) Introspection

10   _____ is a set of classes that provided more powerful and flexible components than are possible with the AWT.
(i)   Swing   (ii)   Servlet
(iii) Applet   (iv) Server

SECTION - B (25 Marks)
Answer **ALL** questions
ALL questions carry **EQUAL** Marks   (5 x 5 = 25)

11 a Summarize about any three OOP principles.

OR

   b List out various types of integers.

12 a Explain about method overriding in inheritance.

OR

   b How to import packages? Explain.

13 a How datagram's bundles information passed between machines? Explain.

OR

   b Give a brief note on the MouseEvent class.

14 a Survey about working with frame windows.

OR

   b How to drawing ellipses and circles in graphics? Explain.

15 a List out the advantages of Java Beans.

OR

   b Analyze on text fields.

SECTION -C (40 Marks)
Answer **ALL** questions
ALL questions carry **EQUAL** Marks   (5 x 8 = 40)

16 a Discuss in detail about the bitwise logical operators.

OR

   b Elucidate about constructors.

17 a Explain about exception handling through (i) throws (4 Marks) (ii) finally (4 Marks).

OR

   b Enumerate on synchronization.

18 a Discuss the way to extract character in string.

OR

   b Provide an elaborate data on the HTML applet tag.

19 a Demonstrate with examples of working with color in graphics.

OR

   b Explain on creating, loading and displaying images.

20 a Outline on JAR files.

OR

   b Analyze on the javax.servlet package.

Z-Z-Z   END