

SATHYABAMA UNIVERSITY

(Established under section 3 of UGC Act, 1956)

Course & Branch: B.Tech – IT

Title of the paper: Programming in Java

Semester: V

Sub.Code: 412504/512504

Date: 04-11-2008

Max. Marks: 80

Time: 3 Hours

Session: FN

PART – A

(10 x 2 = 20)

Answer All the Questions

1. What is meant by JVM?
2. What does Java Byte Code mean?
3. What does Constructor mean?
4. What is the difference between Abstract class and Interface?
5. What are the four methods to develop the life cycle of an applet?
6. What is the use of WIDTH, HEIGHT attribute of applet?
7. What is the use of Action Listener interface?
8. What is the difference between model and modeless dialog boxes?
9. What is meant by Exception handling?
10. What is the use of ZipInputStream and ZipOutputStream?

PART – B
Answer All the Questions

(5 x 12 = 60)

11. Explain in detail about the advantages of Java?
(or)
12. Explain how the String's are handled in Java and explain with an example program?
13. What is the use of “this” keyword and explain with an example program?
(or)
14. Explain the life Cycle of Thread?
15. Write a java program for applet to create Calculator?
(or)
16. Explain the applet attributes for Code?
17. What is meant by adapter Class and explain with an example program?
(or)
18. Explain in detail about Custom Layout Manager?
19. Explain in detail about Exception handling and write a java program for reading a text Try, Catch?
(or)
20. Explain the following Streams in detail
 - (a) BufferedInputStream (4)
 - (b) BufferedOutputStream (4)
 - (c) PushbackInputStream (4)
 - (d) DataStream (4)