

ALCCS – NEW SCHEME

Code: CT21
Time: 3 Hours

Subject: OOPS USING JAVA
Max. Marks: 100

AUGUST 2011

NOTE:

- Please write your Roll No. at the space provided on each page immediately after receiving the Question Paper.
- Question 1 is compulsory and carries 28 marks. Answer any FOUR questions from the rest. Marks are indicated against each question.
- Parts of a question should be answered at the same place.

- Q.1**
- a. What is meant by inheritance? Explain with the help of an example using JAVA.
 - b. Describe the importance of byte code to get platform independence of java program.
 - c. What are the different types of modifiers? Explain one with an example.
 - d. What is a wrapper class? What are their advantages?
 - e. What is the difference between throw and throws?
 - f. What is the difference between sleep and suspend?
 - g. What is meant by getCodeBase and getDocumentBase method? (7 × 4)
- Q.2**
- a. What are the differences between Interface and Abstract class? Explain how java get benefited by using Interface with the help of an example. (9)
 - b. What are the properties of a constructor? Why do you need overloaded constructors? Explain the use of overloaded constructors with the help of an example. (9)
- Q.3**
- a. Explain the life cycle of an Applet. List various attributes of Applet tag used in HTML. Explain the purpose of these attributes. (9)
 - b. Write a program in JAVA that creates a Child Thread of main using Runnable interface and uses the following methods:-
 - (i) getName()
 - (ii) setName()
 - (iii) setPriority()(9)
- Q.4**
- a. What are the uses of exception handling in JAVA? Write a program using Java that handles an exception “Entry of negative age of a person”. (9)

- b. Write a Java program to copy one file to another file with the help of byte stream classes. (9)
- Q.5** a. Write a Java program that uses the drawPolygon () method of Graphics class to draw a triangle with endpoints (25, 30); (75, 80) and (50, 50). (9)
- b. List Three UI components of swing and their classes and constructors. (9)
- Q.6** a. What is a package in JAVA? How can you create your own package and add classes in that? Explain with the help of an example. (9)
- b. What are the differences between Servlet and an Applet? Explain the life cycle of a Servlet with the help of an example. (9)
- Q.7** a. Discuss Java Bean and its advantages. Explain various steps to create a new Bean. (9)
- b. Write notes on the following topics:
- (i) Socket
 - (ii) Mouse Event (9)