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BSCCSC 353

**Credit Based Sixth Semester B.Sc. Degree Examination, April/May 2017
(2013-14 and Earlier Batches) (Elective – II)**

COMPUTER SCIENCE

Paper – VIII (b) : Java Programming

Time : 3 Hours

Max. Marks : 80

PART – A

Note : Answer **any ten** of the following : **(10×2=20)**

1. a) How Java is secured than other languages ?
- b) What is typecasting ? Give one example.
- c) Define stream. Name the two types of streams defined in Java.
- d) List the rules for creating identifiers in Java.
- e) What do you mean by instantiating an object ? Give an example.
- f) What is the purpose of finalizer method ?
- g) Differentiate between a class and an interface.
- h) What is the use of this keyword in Java ?
- i) Mention any two API packages and its purpose.
- j) What is the purpose of sleep () method in case of threads ?
- k) What is the purpose of exception handler ?
- l) Differentiate local applet and remote applet.

PART – B

Note : Answer **any one full** question from **each** Unit.

UNIT – I

2. a) Explain the basic data types of Java.
- b) Explain the different forms of if statement with syntax and example.
- c) List any four differences between C++ and Java.

(5+6+4)

P.T.O.



3. a) Explain the structure of a Java program.
b) Why main () method in Java is defined as public, static, void ? Explain.
c) What are separators ? Explain the various separators used in Java with example. (5+5+5)

UNIT – II

4. a) Explain any two string methods with syntax and example.
b) Explain how a one dimensional array is declared, created and initialized with an example.
c) Explain method overloading with an example. (5+5+5)
5. a) Explain the different levels of access protections in Java.
b) Explain overloading of constructors in Java with an example.
c) What are objects ? How it is created ? Explain with an example. (5+5+5)

UNIT – III

6. a) What is an interface ? Explain the method of implementing an interface with syntax and example.
b) Explain the steps used to create a package.
c) Write a note on thread priorities. (6+4+5)
7. a) Explain the naming conventions used for packages.
b) What is a thread ? Explain the different ways of creating a thread.
c) Explain how multiple inheritance is handled in Java with an example. (5+5+5)

UNIT – IV

8. a) What are exceptions ? Explain the exception handling mechanism with an example.
b) Differentiate between an applet and an application.
c) Write the steps required in developing and testing an applet. (6+4+5)
9. a) Explain the life cycle of an applet.
b) Explain <applet> tag with an example.
c) List some of the common types of exception that may occur in Java. (6+5+4)