ROLL NO.	

Code: CT21 Subject: OOPS USING JAVA

ALCCS

Time: 3 Hours JUNE 2016 Max. Marks: 100

PLEASE WRITE YOUR ROLL NO. AT THE SPACE PROVIDED ON EACH PAGE IMMEDIATELY AFTER RECEIVING THE QUESTION PAPER.

NOTE:

- 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. Explain basic concepts of object oriented programming.
 - b. What is multithreading? How does it improve the performance of Java?
 - c. What is synchronization? When do we use it?
 - d. How do applets differ from application program?
 - e. Describe the functions of the File class.
 - f. Write the importance of URL.
 - g. Write short note on the event Listeners. (7×4)
- Q.2 a. Describe the applications of object oriented programming technology. (4)
 - b. Write a program to compute the sum of the digits of a given integer number. (5)
 - c. What are command line arguments? How are they useful? (4)
 - d. Explain about the entry controlled and exit controlled loop in java. (5)
- **Q.3** a. Write short note on the following:
 - (i) Constructors
 - (ii) Overriding Methods
 - (iii) Nesting of methods (3 x 4)
- b. What is a layout manager? Explain different layout manager's in JAVA. (6)
- Q.4 a. Discuss the different levels of access modifiers available in Java. (8)
 - b. What is static import? How is it useful? (5)
 - c. What is an Interface? Describe the implementation of interface with an example code.
- (5)
- Q.5 a. What is the difference between suspending and stopping a thread? (5)
 - b. Define Exceptions. Describe multiple catch statement with example. (8)
 - c. What is finally block? When and how is it used? Give suitable example. (5)
- Q.6 a. Define Streams. Describe in detail about two types of stream classes. (8)
 - b. Discuss the various methods of Applet Skeleton with an example program. (10)
- Q.7 a. Explain in brief, mouse and keyboard Events with an example program. (10)
 - b. Explain the life cycle of a Servlet. (5)
 - c. Briefly explain about Swing features. (3)