

Seat Number: - _____

Duration: 2 1/2 Hrs

G45A23CJ

Marks:- 75

- Note:- 1) All questions are compulsory.
2) Figures to the right indicate maximum marks.

Q1. Attempt any "Three" of the following:

1. What is JDK? Explain JDK tools. (CO1- U) (15)
2. Explain logical operators. (CO1- U)
3. Explain conditional operators. (CO1-R)
4. Explain any 5 features of java. (CO1-R)
5. What is main () method? Explain. (CO1-U)
6. What is identifier? State the rules to declare identifier. (CO1-U)

Q2. Attempt any "Three" of the following:

1. Explain while loop with example. (CO2- A) (15)
2. Explain nested if else statement with example. (CO2- A)
3. What is constructor? Explain with example. (CO2-U)
4. Explain switch – case with example. (CO2-R)
5. What is class and object? Explain with example. (CO2-A)
6. Write short note on access specifiers. (CO2-R)

Q3. Attempt any "Three" of the following:

1. What is package? Explain its types. (CO2-A) (15)
2. Explain single inheritance with example. (CO2-R)
3. State and explain use of "this" Keyword (CO2-U)
4. Write the difference between class and interface. (CO2-A)
5. Explain different types of inheritance. (CO2-U)
6. WAP to implement abstract class and abstract method. (CO2-A)

Q4. Attempt any "Three" of the following:

1. Explain two dimensional array with example. (CO3 –A) (15)
2. What is exception? Explain system exceptions. (CO3-U)
3. Explain life cycle of thread. (CO3-R)
4. WAP to create thread class by extending thread class. (CO3-A)
5. What is vector? How it differs from an array. (CO3-U)
6. Define life cycle methods of thread. (CO3-U)

Q5. Attempt any "Three" of the following:

1. What is an applet? Explain with example. (CO4 – A) (15)
2. Explain text field component with example. (CO4- A)
3. Explain list component with example. (CO4-R)
4. What is layout manager? Explain. (CO4-U)
5. Explain boarder layout with example. (CO4-U)
6. List and explain any 5 event classes. (CO4- U)