

Note: - 1. All Questions are Compulsory.

2. Figures to the right indicate Marks.

3. Illustration in depth answers and diagrams will be appreciated.

**Q.1 Attempt all the questions (Each of 5 Marks)**

(15)

**I. Multiple Choice Questions :-**

- Constructor overloading is not possible in java.  
(i) True (ii) False
- Which method wakes up the first thread that called wait()  
(a) Wait(), (b) notify(), (c) notify all() (d) join()
- Static variables are also called as:-  
(a) Instance Variables , (b) Object Variables  
(c) Special Variables (d) Class Variables
- Which keyword must be used to inherit a class  
(b) this, (b) implements, (c) super, (d) extends
- Which of the keyword must be used to manually throw an exception  
(b) catch, (b) Finally , (c) try , (d) throw

**II. Fill in the blanks :-** (Grid Layout, 64, Change data type, get text(), 32, type casting, finalize, set text(), Final, Set text())

- \_\_\_\_\_ Method can change the text in a Lable
- The Process of converting one data type into another is called\_\_\_\_\_.
- A symbolic constant in java is declared using the \_\_\_\_\_ keyword
- IPV4 address consist of \_\_\_\_\_ bits in it.
- \_\_\_\_\_ is the default layout manager.

**III. Answer in ONE-TWO sentences :-**

- What is JDK?
- Define 'isAlive()'
- What is inner class?
- What is listener n AWT?
- Define String ?

**Q.2 Attempt the following questions (Any Three)**

(15)

- Explain any 5 String methods in JAVA
- Differentiate between interface and a class.
- Explain user defined package with suitable example.
- Explain different types of operators used in Java.
- What is Inheritance? Explain different types of inheritance.
- Write a program which demonstrate the for - loop.

**Q.3 Attempt the following questions (Any Three)**

(15)

- Explain pre - defined exceptions in java.
- What is thread? Explain the life cycle of thread.
- Explain the use of throw and throws in exception.
- Write note on FileOutputStream class.
- Write a program to copy contents of a file abc.text to a file xyz.txt.
- Write a short note on server Socket Class.

**Q.4 Attempt the following questions (Any Three)**

(15)

- What are wrapper classes? Write importance of wrapper classes.
- Explain Border Layout with example.
- Explain local inner class with example.
- Write a program which demonstrate the use of button
- Write a note on set interface of collection framework
- Write a note on different types of inner classes.

**Q.5 Attempt the following questions (Any Three)**

(15)

- Explain how try- catch keywords are used for exception handling.
- Write a program to accept a string as a command line argument and print its reverse.
- Explain single dimensional array with example.
- List any 5 event classes.
- Explain readLine () method with example.
- Write a program for following pattern-

```

1
1 2
1 2 3
1 2 3 4

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