

Model Question Paper

(Model III)

MAHATMA GANDHI UNIVERSITY

IV Semester B.Sc. Programme Examination 20....

ELECTRONIC EQUIPMENT MAINTENANCE

COMPLEMENTARY PH4C51U- THE JAVA LIBRARY

Instructions:

1. Answer all questions in part A. This contains 4 bunches of 4 objective questions. For each bunch, grade A will be awarded if all the 4 answers are correct, B for 3, c for 2, d for 1 and E for 0.
2. Answer any 5 questions from part B, any 4 from part C and any 2 from part D.
3. Candidates can use non programmable calculators/tables

Time: Three hours

Total weight : 25

PART A

**Answer *all* questions
(Objective type- weight 1 each)**

Bunch 1

Select the most appropriate alternative.

1. All methods and variables in interface are implicitly
(a) Public (b) Private (c) Protected (d) None of these
2. Which keyword is used to inherit a class
(a) Super (b) Interface (c) Extends (d) Class
3. Where a thread's priority is used.
(a) Synchronisation (b) Context switch (c) Interface (d) Package
4. Which type of inheritance is not present in java
(a) Single (b) Multiple (c) Multilevel (d) Hierarchical

Bunch 2

Fill in the blanks

5. A class which can not declare an object is called.....
6. Exceptions are objects of substances of the built-in class.....
- 7.....is an instance of a class.
8. All applets are subclasses of

Bunch 3

Fill in the blanks with suitable words.

- 9.Applets are run with in -----
10. The paint () is defined by the AWT -----class.
11. The data or variables defined within a class called -----
12. -----is used to disallow a method from being overridden.

Bunch 4

State whether the following statements are True or False.

13. The data for one object is separate and unique from the data for another.
14. The command used to compile a java program is java.
15. CODEBASE is an optional attribute that specifies the base URL of the applet code.
16. The class defines the nature and shape of an object.

(4 x 1 = 4)

PART B

**Answer any five questions
(Short answer questions – weight 1 each)**

17. Explain method overriding with a an example.
18. Explain the thread priorities in java.
19. Write a short note about synchronization.
20. WAP to pass your name and batch as constructor argument and display the same.
21. WAP to find the sum and average of three numbers.
22. What are packages? Give examples.
23. Discuss the need of interfaces.
24. What are the HTML tags used in applet and explain them.

(5 x 1 = 5)

PART C

Answer *any four* questions

(Short essay / Problems – weight 2 each)

25. Discuss the concepts of class and objects with an example
26. Explain the use of super keyboard in java.
27. Explain Multithreading.
28. Explain the applet life-cycle?
29. What is runnable interface?
30. WAP to create a super class called figure that stores the dimensions of a two dimensional object. It also defines a method called area () that computes the area of an object. The program derives two sub classes from figure. The first is rectangle and the second is Triangle. Each of these subclasses overrrdes area (), so that it returns the area of a rectangle and a triangle respectively.

(4 x 2 = 8)

PART D

Answer *any two* questions

(Essay type questions – weight 4 each)

31. Discuss the exception handling techniques in java.
32. Discuss the concept inheritance with an example.
33. WAP which shows the working of an applet.

(2 x 4 = 8)
