MAY 2022 **U/ID 46509/UCC4A**

Time : Three hours Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. What is Variable?
2. What is Array?
3. What is Method overriding?
4. Define – Abstract class.
5. Define – GUI.
6. What is Thread?
7. What is Synchronization?
8. What is Applet?
9. What is AWT?
10. What is Exception?
11. What is File?
12. What are Fonts?

PART B — ($5 \times 5 = 25$ marks)

Answer any FIVE questions.

13. Discuss on the syntax of control statements using examples.

14. Describe the concept of method overloading with examples.

15. Describe the importance of Abstract class with examples.

16. Discuss on Multithreaded techniques using examples.

17. Discuss on the Exception handling mechanism.

18. Explain the font control mechanism.

19. Explain AWT classes with examples.

PART C — ($3 \times 10 = 30$ marks)

Answer any THREE questions.

20. Explain the features of Java in detail.

21. Discuss on the features of string class.

22. Describe the method of defining and importing packages.

23. Explain the features of Layout managers.

24. Discuss on working with colours and fonts.

———————