MAY 2024 **U/ID 46509/UCC4A**

Time : Three hours Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. List the features of Java.
2. What are Java Tokens?
3. What is a constructor?
4. What are the use of Super Keyword?
5. What is a wrapper class?
6. Give some JList method.
7. What is an exception?
8. What is Interface?
9. What is Applet?
10. Define Thread.
11. What is proxy server?
12. What is URL?

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. Explain the features of object oriented programming.

14. Explain about abstract methods with examples.

15. Explain any two types of inheritance with examples.

16. How do GUI components make the interface effective? Explain.

17. What is an interface? How to define and Implement and Interface?

18. Write a program for showing the occurrence of any three exception.

19. Explain about AWT controls with examples.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Explain about various operators in Java.

21. Write about wrapper classes for primitive data types with suitable examples.

22. Develop an interface with Jcheckbox, JTextarea and JButtons.

23. Write a short note on

    (a) Socket programming

    (b) Working with fonts.

24. Briefly explain about working with frames and graphics in Java.
