MAY 2022 **P/ID 17606/PCA2E**

Time : Three hours Maximum : 80 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. Define the term Variable.

2. Define constructor.

3. How an abstract class works?

4. What are the access modifiers available in Java?

5. Define the term interface.

6. What is meant by Byte stream.

7. Write the usage of Utilities.

8. Expand and write a note on the term TCP/IP.

9. What is Inet address?

10. List any two functions of Graphics class and state their use.

11. Write any five AWT components.

12. How swing differs from applet?

PART B — (5 × 6 = 30 marks)

Answer any FIVE questions.

13. List down the features of Java language.

14. Write a sample Java program and explain its elements and execution order briefly.

15. Brief on exception handling mechanisms.

16. Discuss on String Buffer methods.

17. Explain the basics of Networks.

18. Write a Java program using any three AWT controls.

19. What is JDBC connectivity? Explain its implementation.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Describe about inheritance and its real world applications.

21. Explain the concept of deadlock and its remedy measures.

22. Write any five string handling functions with a suitable example for each.

23. Narrate TCP/IP sockets and datagrams.

24. Explain any five Swing components with an example for each.

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