

Seat No. : \_\_\_\_\_

**SJ-122**

**September-2020**

**B.Sc., Sem.-VI**

**CC-308 : Computer Science  
JAVA Programming-II**

**Time : 2 Hours]**

**[Max. Marks : 50**

- Instructions :**
- (1) All Questions in Section – I carry equal marks.
  - (2) Attempt any **THREE** questions in Section-I.
  - (3) Questions-**9** in Section – II is Compulsory.

**Section – I**

1. Write the following :
  - (A) What is an exception ? Explain types of exception with example. 7
  - (B) What is an Applet ? Explain lifecycle of applet. 7
  
2. Write the following :
  - (A) What is event handling ? Explain mouse events and keyboard events with its all method. 7
  - (B) Explain JLabel and JComboBox with its all methods . 7
  
3. Write the following :
  - (A) Explain try, catch and finally clause in detail. 7
  - (B) Explain Frame with example. 7
  
4. Write the following :
  - (A) What is swing ? Explain swing class and its hierarchy with example. 7
  - (B) Explain list events and scrollbar events with its all method. 7
  
5. Write the following :
  - (A) Explain FONT class in detail with its all methods. 7
  - (B) Explain any two layout manager in detail. 7

6. Write the following:
- (A) What is JDBC ? Explain Architecture of JDBC in detail. 7
- (B) Explain checkbox events and textarea events with its all method. 7
7. Write the following :
- (A) Explain COLOR class in detail with its all methods. 7
- (B) Explain JButton and JMenuBar with its all methods. 7
8. Write the following :
- (A) Explain Panels with example. 7
- (B) Explain any four JDBC API classes and interfaces. 7

### Section – II

9. Write the following : (Any **Four**) 8
- (i) JFC stands for\_\_\_\_\_.
- (ii) The ActionListener interface is not used for handling action events.  
 (a) True (b) False
- (iii) The \_\_\_\_\_ class is an abstract class that represents the display area of the applet.  
 (a) display (b) graphics  
 (c) text (d) area
- (iv) Which method can set or change the text in a Label ?  
 (a) setText() (b) getText()  
 (c) All the above (d) None of the above
- (v) What is the purpose Class for Name method ?
- (vi) What is the difference between throw and throwe keyword ?
- (vii) What is the difference between a Window and a Frame ?
- (viii) What are differences between Swing and AWT ?
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