

1. (A) What is file? How can we read and write objects to and from file? Explain. 8
- OR**
- (A) Answer the following.
- 1) Explain the methods of File class.
  - 2) How can we access records in random access file? Explain with example.
- (B) What is application file? How can we write data to a file? Explain. 6
- OR**
- (B) Write Stream class hierarchy. And explain classes used for input and output.
2. (A) Answer the following. 8
- 1) How can we add multiple components to a JApplet? Explain with proper example.
  - 2) Write a note on JTextArea class.
- OR**
- (A) Answer the following.
- 1) Explain methods of JFrame class.
  - 2) Write any four events with their swing components and their associated listener registering methods.
- (B) Explain constructors and methods of JPasswordField class. 6
- OR**
- (B) Explain JComboBox class with proper example.
3. (A) Answer the following. 8
- 1) Write any four event classes with their listener and handlers.
  - 2) Write a note on InetAddress class.
- OR**
- (A) What is the importance of layout manager? List out types of layout manager. Explain GridLayout with proper example.
- (B) Answer the following. 6
- 1) Explain BorderLayout with example.
  - 2) Explain methods and constructors of ServerSocket class.
- OR**
- (B) What is datagram? List out classes of Datagram socket. Explain any one class of Datagram socket.

- 4. (A) Answer the following.
  - 1) Explain the procedure of establish database connection in detail.
  - 2) Explain three different types of Statement interface.

OR

- (A) Answer the following.
  - 1) Write steps for JDBC connection. And explain how to load driver for database connection.
  - 2) Explain methods of Statement interface.
- (B) Explain role of JDBC driver between java program and database. Explain any two types of JDBC driver.

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OR

- (B) How can user delete data from database? Explain with proper example.

5. Do as directed.

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- (1) The style argument of Font class contains \_\_\_\_\_ attributes.
  - a) Font.PLAIN
  - b) Font.BOLD
  - c) Font.ITALIC
  - d) All of above
- (2) \_\_\_\_\_ is used to access the resources on the Internet using web.
  - a) UDP
  - b) URL
  - c) TCP/IP
  - d) None of above
- (3) We can change JButton's label with \_\_\_\_\_ method.
  - a) getLabel()
  - b) setText()
  - c) setLabel()
  - d) getText()
- (4) For getting a database result, the \_\_\_\_\_ object is required.
  - a) Statement
  - b) Query
  - c) Connection
  - d) ResultSet
- (5) The double buffering is the default buffering strategy of \_\_\_\_\_ class.
  - a) JPanel
  - b) JButton
  - c) JCheckBox
  - d) JTextArea
- (6) UDP stands for \_\_\_\_\_.
- (7) Invoking \_\_\_\_\_ method after adding one or more JComponents to an applet ensures that the components draw themselves on the screen.
- (8) We can use \_\_\_\_\_ layout manager when we want multiple components to share the same display space.
- (9) We can create JApplet using start() method. [T/F]
- (10) String next() method scans the next complete token. [T/F]
- (11) RandomAccessFile class contains seek() method. [T/F]
- (12) For executing a database query, the Query() method is used. [T/F].
- (13) The getParent() method returns the name of the file. [T/F]
- (14) PrintStream is a child of FilterOutputStream. [T/F]