

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

**AM-124**

**April-2015**

**S.Y.B.C.A., Sem.-IV**

**CC-210 : CORE Java**

**Time : 3 Hours]**

**[Max. Marks : 70**

**Instruction :** Draw diagram wherever necessary.

1. (a) Answer the following : **8**  
(1) Explain Java Environment with diagram.  
(2) Explain in detail : Bitwise Operators in Java  
**OR**  
Answer the following :  
(1) List and explain the features of Java.  
(2) Explain in detail : JOptionPane class for GUI Input
- (b) Answer the following : **6**  
(1) Write a short note on main() method of Java.  
(2) Explain constructors in Java with example.  
**OR**  
Answer the following :  
(1) What is method overloading in Java ?  
(2) Write a short note on static variables in Java.
2. (a) Answer the following : **8**  
(1) List and explain with example any four methods of Character class.  
(2) Explain in detail : Arrays class.  
**OR**  
Answer the following :  
(1) Explain in detail : StringBuffer class.  
(2) Can we pass array to methods ? Explain with example.
- (b) Answer the following : **6**  
(1) Write a short note on switch statement in Java.  
(2) Write a short note on Integer class.  
**OR**  
Answer the following :  
(1) Write a short note on while loop in Java.  
(2) Can we convert a string to number ? If yes, explain with example.
3. (a) Answer the following : **8**  
(1) Explain Exception handling in detail.  
(2) Explain Abstract class with example.

**OR**

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**P.T.O.**

Answer the following :

- (1) Can we create our own Exception ? If yes, explain with example.
- (2) Explain Interface with example.

(b) Answer the following :

6

- (1) Explain finally block in Exception handling with example.
- (2) Explain the keyword 'extend' with example.

**OR**

Answer the following :

- (1) Explain method overriding with example.
- (2) 'A subclass cannot override final methods in its super class'. Explain this statement.

4. (a) Answer the following :

8

- (1) Explain life cycle of Applet.
- (2) Explain the use of Runnable interface with example.

**OR**

Answer the following :

- (1) Explain life cycle of Thread.
- (2) Explain in detail : Access modifiers in Java.

(b) Answer the following :

6

- (1) Explain any three methods of Thread class.
- (2) Write a short note on Attributes of Applet tag.

**OR**

Answer the following :

6

- (1) Write a short note on Built-in Java packages.
- (2) What is the difference between applet and application ?

5. Do as directed :

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- (1) Programs that are embedded in a Web page are called \_\_\_\_.
- (2) \_\_\_\_\_ comments are a special case of block comments.
- (3) The \_\_\_\_\_ method of String class determines whether two String objects are equivalent, regardless of a case.
- (4) Unicode value '\u0000' is also known as \_\_\_\_.
- (5) The \_\_\_\_\_ package is by default included in the Java program.
- (6) The interface is used to implement the \_\_\_\_\_ concept of Java.
- (7) A thread is executed by the \_\_\_\_\_ method of the Thread class.
- (8) When data cannot be changed after a class is compiled, the data is constant. (T/F)
- (9) If a class is named Employee, the class constructor is named Employee Constructor. (T /F)
- (10) The method parseInt() converts an String to an integer. (T / F)
- (11) Wrapper classes are defined under the java.lang package (T / F)
- (12) You must place only a single statement within a try block. (T /F)
- (13) A base class can also be called a super class. (T / F)
- (14) The draw() method is used to draw an applet on the screen. (T / F)