BCS31 — JAVA PROGRAMMING

Time : Three hours   Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

1. What is JDK?

2. Compare break and continue statement.

3. Mention the application of array with 2 and 3 dimensions.

4. Design an abstract class and interface in Java.

5. Mention the purpose of String Buffer Class.

6. List some methods in Thread.

7. Give the application of applet.

8. Give a situation where check boxes can be used?

9. Give the type of drivers in JDBC.

10. What is metadata?

SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) Describe the features of Java.

Or

(b) Develop an application in Java to overload "+" operator.

12. (a) Show how does overriding work within an application.

Or

(b) Explain multiple inheritance with example.

13. (a) Mention the necessity of Sting Tokenizer class.

Or

(b) Compare Final Vs Finally Vs Finalize.

14. (a) Develop an application in Java with applet to show the human face with minimum three features.

Or

(b) Describe the classes that are activated to create Windows.

15. (a) Describe the architecture of JDBC.

Or

(b) Write the steps for developing JDBC application.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. What is garbage collection? Explain the looping statements in Java.

17. Describe packages with access specifiers. Develop an application to show how to access package from other packages.

18. Develop an application using multiple threads for performing any four arithmetic operations.

19. Give the syntax for creating dialog boxes, radio button and check boxes.

20. Develop an application with JDBC to display the particulars of item sold for a period of time.