

S.No. 3239

16 SCCCA 3/

16 SCCC S 3/

16 SCCIT 4

(For candidates admitted from 2016–2021 Batch)

**B.Sc./B.C.A. DEGREE EXAMINATION,
NOVEMBER 2023.**

**Part III — Computer Applications/Computer Science/
Information Technology**

PROGRAMMING IN JAVA

Time : Three hours

Maximum : 75 marks

SECTION A — (10 × 2 = 20)

Answer ALL questions

- 1. Define Class.**
- 2. What is recursion?**
- 3. What is an abstract class?**
- 4. Define Package.**
- 5. What is stream class?**
- 6. What is a readable interface?**

7. What is a factory method?
8. What is the use of paint() method in applet?
9. What are the event handling mechanisms?
10. What is a frame in AWT?

SECTION B — (5 × 5 = 25)

Answer ALL Questions, Choosing either (a) or (b)

11. (a) Write short notes on classes and objects.
Or
(b) Give a brief note on finalize() method and write down its use.
12. (a) Write about super class and subclass with example.
Or
(b) How to create and import a package in Java?
13. (a) Write about byte stream classes in Java.
Or
(b) What is the use of language class interface in Java? Explain with example.

14. (a) What is the use of InetAddress in Java. Explain with example.

Or

- (b) Explain the Life Cycle of Java Applet.
15. (a) Explain the delegation event model in brief.

Or

- (b) How to create a frame window in applet.

SECTION C — (3 × 10 = 30)

Answer any THREE out of Five questions

16. Write a Java program that calculates the area of rectangle, Circle and Square.
17. Explain the types of inheritance.
18. Explain in detail about the utility classes in Java.
19. Explain the lifecycle of an applet in detail.
20. Write a Java code to handle mouse events.