

B.E. Computer Technology Fifth Semester
CT503 - Java Programming

P. Pages : 2

Time : Three Hours



GUG/W/18/1664

Max. Marks : 80

- Notes :
1. All questions carry equal marks.
 2. Due credit will be given to neatness and adequate dimensions.
 3. Assume suitable data wherever necessary.
 4. Illustrate your answers wherever necessary with the help of neat sketches.

1. a) State the different features provided by java. Which features of java makes it platform independent and portable? 8

b) Discuss object – oriented paradigm. Differentiate between Java and C++. 8

OR

2. a) When we need to declare variable or method as static? Explain with example. 8

b) What is the difference between a constructor and a method. Explain with example. 8

3. a) When we need to declare variable method or a constructor as super? Explain with program. 8

b) Differentiate between method overloading and method overriding with an example. 8

OR

4. a) What are the two ways for creation of interface? Explain with example. 8

b) Explain string Tokenizer. Write a program to implement different methods of string Tokenizer class. 8

5. a) What is a finally block? When and how it is used? Give suitable example. 8

b) Which methods are useful in effecting Inter-thread communication? Discuss them in detail. 8

OR

6. a) Explain following with respect to thread. 8

- | | |
|----------------|----------------|
| i) Start () | ii) Reen () |
| iii) Notify () | iv) Suspend () |

b) Create a package called "Arithmetic", then use the package in your program to perform different functions like ADD, SUB, MUL & DIV. 8

7. a) State & Explain different methods for applet life cycle. 8

b) State the different awt components. Write a program to implement two components using awt. 8

OR

8. a) Explain listener Interface. State different types of listener interface & Explain any one listener interface with example. 8
- b) Write a program to create button component in frame & handle the action event by displaying the message. 8
9. a) Explain any two layout managers. Write a program to implement grid layout using swings. 8
- b) Why swing components are known as light weight components? Write a program to create applet having one swing component and container. 8

OR

10. a) Create a page using swings, include textboxes in it. Write a program to handle text event. 8
- b) Write short notes on. 8
- i) Java Beans.
 - ii) Swings.
