IT601 - Java Programming

P. Pages : 1

Time : Three Hours

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1336

GUG/W/18/1702

Max. Marks : 80

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Notes : 1. Same answer book must be used for all questions.
   2. All questions carry marks as indicated.
   3. Due credit will be given to neatness and adequate dimensions.
   4. Assume suitable data wherever necessary.
   5. Illustrate your answers wherever necessary with the help of neat sketches.

1.	a)	Explain virtual machine and also discuss bytecode.	**8**
	b)	Explain data type conversion & casting feature in Java with an example.	**8**

OR

2.	a)	Explain use of command line argument with program.	**8**
	b)	What are wrapper classes? Explain with example.	**8**
3.	a)	Explain with an example how could you achieve multiple inheritance in java.	**8**
	b)	State where interfaces are used. Write a program to implement an interface.	**8**

OR

4.	a)	What is the need of package in java? Explain with an example.	**8**
	b)	Which methods are useful in effecting Inter-thread communication? Discuss them in detail.	**8**
5.	a)	What is exception handling in java? Write a program to throw our own exception.	**8**
	b)	What is finally block? How it is used? Give suitable example.	**8**

OR

6. a) Explain following terms with respect to applet, **8**
   i) init   ii) start
   iii) stop   iv) destroy
   b) Write a java program for interactive input to an applet. **8**

7.	a)	Explain byte stream classes with example.	**8**
	b)	Write a java program for writing bytes to a file & reading bytes from a file.	**8**

OR

8.	a)	Write a program to copy bytes from one file to another file.	**8**
	b)	Write a program for interactive input/output using string Tokenizer class.	**8**
9.	a)	Write a client-server java program which read-write both sides.	**8**
	b)	Explain java URL class with example.	**8**

OR

10.	a)	Explain java Inet Address class.	**8**
	b)	Write a program for sending and receiving datagram packet.	**8**

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