(FOR THE CANDIDATES ADMITTED DURING THE ACADEMIC YEAR 2021 ONLY)

SUBJECT CODE 21UEC621

REG.NO.

N.G.M.COLLEGE (AUTONOMOUS) : POLLACHI

END-OF-SEMESTER EXAMINATIONS : MAY – 2024

B.Com. – E.COMMERCE **MAXIMUM MARKS: 70**

SEMESTER : VI **TIME : 3 HOURS**

PART – III
JAVA PROGRAMMING

SECTION – A (10 X 1 = 10 MARKS)

ANSWER THE FOLLOWING QUESTIONS. (K1)

MULTIPLE CHOICE QUESTIONS.

1. Mention the primary purpose of Java tokens?
   (a) To break down a Java program into smaller units
   (b) To represent monetary values
   (c) To generate random numbers
   (d) To define classes and objects
2. Which keyword is used for introducing a loop in Java?
   (a) iterate (b) for
   (c) loop (d) repeat
3. Identify the purpose of the 'implements' keyword in Java interfaces?
   (a) To define interfaces (b) To extend interfaces
   (c) To implement interfaces (d) To override interfaces
4. How can you create a thread in Java?
   (a) Extending the Thread class (b) Implementing the Runnable interface
   (c) Using the sleep() method (d) Both a and b
5. Interpret the purpose of the 'init()' method in an applet's life cycle?
   (a) Initializing the applet (b) Executing the applet
   (c) Closing the applet (d) Displaying the applet

ANSWER THE FOLLOWING IN ONE (OR) TWO SENTENCES (K2)

6. Define constants**.**
7. State two benefits of creating an object.
8. How arrays can be used in Java?
9. Define exception in Java
10. How do you run an applet file in a web browser?

(CONTD …. 2)

SECTION – B (5 X 4 = 20 MARKS)

ANSWER EITHER (a) OR (b) IN EACH OF THE FOLLOWING QUESTIONS.

(K3)

11. a) Describe the process of type casting in Java and its significance.

(OR)

b) Define and provide examples of Java statements.

12. a) Compare and contrast constructors and methods in Java classes.

(OR)

b) Discuss the significance of final variables, methods, and classes in Java.

13. a) Demonstrate the creation and usage of a two-dimensional array with an example.

(OR)

b) Write a Java program that utilizes the String Buffer class to manipulate a given string.

14. a) Explain the life cycle of a thread in Java.

(OR)

b) Examine the syntax of exception handling code and explain the role of try, catch, and finally blocks.

15. a) Explain the process of building applet code in Java.

(OR)

b) Apply the concepts of Android layout design to create an aesthetically pleasing user interface.

SECTION - C (4 X 10 = 40 MARKS)

ANSWER ANY FOUR OUT OF SIX QUESTIONS

(16th QUESTION IS COMPULSORY AND ANSWER ANY THREE QUESTIONS (FROM Qn. No : 17 to 21) **(K4 (Or) K5)**

16. Compare and contrast different data types in Java

17. List the different types of looping statements in Java and provide examples for each.

18. Compare and contrast the functionalities of an interface and an abstract class.

19. Implement a scenario where the 'Runnable' interface is more appropriate than extending the Thread class

20. Evaluate the importance of adding applets to HTML files for web-based applications.

21. Analyze the applet life cycle and its significance in the execution flow.

ETHICAL PAPER

****