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(FOR THE CANDIDATES ADMITTED **21UIT204**

DURING THE ACADEMIC YEAR 2021 ONLY) **REG.NO. :**

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

END-OF-SEMESTER EXAMINATIONS: JULY 2022

B.Sc.IT **MAXIMUM MARKS: 70**

II SEMESTER **TIME : 3 HOURS**

PART - III

OBJECT ORIENTED PROGRAMMING WITH JAVA

SECTION - A (10 X 1 = 10 MARKS)

ANSWER THE FOLLOWING QUESTIONS.
MULTIPLE CHOICE QUESTIONS. (K1)

1. J2SE with SDK 1.4 was released on _____.
   a. 1999 b. 2000 c. 2001 d. 2002
2. Interface can only use the _____ access specifier.
   a. public b. private c. data d. protected
3. The _____ thread is used to block the process for specified time.
   a. wait() b. notify() c. sleep() d. resume()
4. The _____ exception is used to find the problem.
   a. throw b. hit c. Handle d. catch
5. The process of reading and writing objects is called object _____.
   a. relationship b. interface c. serialization d. processing

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

6. Define Data type.
7. What are constructors?
8. Define Interface
9. What is a remote applet?
10. Define Pushback stream classes

SECTION– B (5 X 4 = 20 MARKS)

ANSWER EITHER (a) OR (b) IN EACH OF THE FOLLOWING QUESTIONS. (K3)

11. a. Differentiate C++ and Java.

(OR)

b. Write a short note on variables

(CONTD…2)

12. a. Develop a simple java program using classes, objects and methods

(OR)

b. Explain the functions of wrapper classes.

13. a. Write a short note on package with syntax.

(OR)

b. List out the type of errors and explain.

14. a. List the steps that build an applet code

(OR)

b. Write a short note on HTML tags.

15. a. Elaborate the principles of stream classes.

(OR)

b. Explain the implementation of random access file.

SECTION– C (4 X 10 = 40 MARKS)

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

16. Define applet and explain its life cycle with a neat sketch.

17. Describe the java evolution and its advantages.

18. Determine arrays and their types.

19. Explain the concept of multithreaded programming with example code.

20. Elaborate the various sections of web page.

21. Discuss input/output exceptions with an example code.

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