

13. a) Discuss the following i) string array ii) string methods iii) string buffer classes.
(OR)
b) How to implement the interface in Java?
14. a) Describe stopping and blocking thread with an example.
(OR)
b) Identify the basic syntax of exception handling code in Java.
15. a) Explain the difference between an Applet and an Application in Java.
(OR)
b) Interpret the fundamental components of an Android application.

SECTION – C**(5 X 5 = 25 MARKS)****ANSWER EITHER (a) OR (b) IN EACH OF THE FOLLOWING QUESTIONS.****(K4 (Or) K5)**

16. a) Explain the structure of java program with an example.
(OR)
b) Determine the various types of constants support in Java. Give a suitable example.
17. a) Summarize the decision making and branching statements used in Java with an example.
(OR)
b) Write a Java program to create a class known as "BankAccount" with methods called deposit() and withdraw(). Create a subclass called SavingsAccount that overrides the withdraw() method to prevent withdrawals if the account balance falls below one hundred.
18. a) Write a Java program to remove a specific element from an array.
(OR)
b) Construct how to create and access the package in Java.
19. a) Summarize the life cycle of thread in java with neat diagram.
(OR)
b) Write a Java program that reads a list of integers from the user and throws an exception if any numbers are duplicates.
20. a) Develop a java program to collect the user input to perform addition using applet
(OR)
b) Analyze how event listeners are used to handle user interactions in Android. Provide an example.
