

OCTOBER 2011

P/ID 37460/PMAK

Time : Three hours

Maximum : 60 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Each question carries 1 mark.

1. List out types of tokens available in Java.
2. Write out Java separators.
3. Write the syntax of while statement.
4. Write the primitive data types in Java.
5. Write the differences between `int (x)` and `round (x)`.
6. What is an interface?
7. How class accomplishes data hiding?
8. Write the syntax to declare one-dimensional array.
9. How do we define a catch block?
10. When does an applet said to be in dead state?

PART B — (5 × 3 = 15 marks)

Answer ALL questions.

Each question carries 3 marks.

11. (a) Write the steps involved in implementing a stand alone program.

Or

- (b) What is type casting? Why is it required in programming?

12. (a) Compare while and do...while interms of their functions.

Or

- (b) Write a program to find the number of and sum of all integers greater than 100 and less than 200.

13. (a) What is inheritance and how does it help us to create new classes quickly?

Or

- (b) List and explain any five string methods.

14. (a) What is the difference between suspending and stopping a thread?

Or

- (b) Write a note on run-time errors.

15. (a) Write the steps involved in developing and testing in applet.

Or

- (b) Explain client/server relationship as applied to Java applets.

PART C — (5 × 7 = 35 marks)

Answer ALL questions.

Each question carries 7 marks.

16. (a) Describe the classifications of Java statements.

Or

- (b) Explain in detail about data types in Java with examples.

17. (a) Write a program to demonstrate the use of break and continue statement.

Or

- (b) Explain about the seven mathematical functions with syntax and example.

18. (a) Discuss the different levels of access protection available in Java.

Or

- (b) Explain how exception handling mechanism can be used for debugging a program.

19. (a) Explain the uses of yield (), stop () and sleep () methods.

Or

- (b) Compare and contrast overloading and overriding methods.

20. (a) Write a Java program to find the length, capacity, set length and ensure capacity methods.

Or

- (b) Discuss the steps involved in developing and running a local applet.
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