

**OCTOBER 2013**

**P/ID 37460/PMAK**

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Time : Three hours

Maximum : 60 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Each questions carry 1 marks.

1. Define integer literals.
2. What are the ways of using Java?
3. Write the general format of a switch statement.
4. What are the sump statements that supported by Java?
5. Define method.
6. What is known as parametrized constructors.?
7. Define throw clause.
8. Define thread.
9. What is the difference between interface and a class?
10. What is known as Banner Applet?

PART B — (5 × 3 = 15 marks)

Answer ALL questions.

Each question carries 3 marks.

11. (a) Write short notes on java tokens.  
Or  
(b) Write and explain nested if's through example.
12. (a) Write a note on Bitwise operator with an example.  
Or  
(b) Write short notes on branching.
13. (a) Write a note simple class with suitable example.  
Or  
(b) Write short notes on inheritance.
14. (a) Write short notes on exception.  
Or  
(b) Write short notes on Thread class.
15. (a) Write short notes on web page.  
Or  
(b) How to improve the Banner Applet? Explain.

PART C — (5 × 7 = 35 marks)

Answer ALL questions.

Each question carries 7 marks.

16. (a) Write a program to find the sum of series,  
 $1 + 3 + 5 + \dots n$ .

Or

- (b) Explain in detail about java statements.

17. (a) Write a java program for unsigned shifting a type value.

Or

- (b) What are the uses of treat statement? Explain.

18. (a) Write a java program for multiple inheritance.

Or

- (b) Write a note on Returning objects with suitable example.

19. (a) Write a java program that shows three methods exit in various ways without executing their 'finally' clause.

Or

- (b) How to create a thread? Explain.

20. (a) Write a java program for a simple applet that sets the foreground and background colours, and outputs a string.

Or

- (b) Explain about applet life cycle.
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