

**C.U.SHAH UNIVERSITY**

Summer-2015

Subject Code: 4CS03IIV1

Subject Name: Programming with Java-I

Course Name: B.Sc. (IT)

Date :5/5/2015

Semester: 3

Marks: 70

Time: 2:30 To 5:30

**Instructions:**

- 1) Attempt all Questions of both sections in same answer book/Supplementary.
- 2) Use of Programmable calculator & any other electronic instrument prohibited.
- 3) Instructions written on main answer book are strictly to be obeyed.
- 4) Draw neat diagrams & figures (if necessary) at right places.
- 5) Assume suitable & perfect data if needed.

**SECTION-I**

Q - 1. Attempt all Questions (all Questions has one marks). [7]

- a) Write full form of API
- b) Write full form of JVM.
- c) What is java?
- d) List out the Primitive data type.
- e) Who is the founder of java?
- f) In which year, java was developed?
- g) List out tokens.

Q - 2. All Questions are Compulsory.

- 1) Explain Abstract keyword with example [5]
- 2) Explain final keyword in brief. [5]
- 3) Describes Bytecode and JVM . [4]

OR

Q - 2. All Questions are Compulsory.

- 1) Explain interface with example. [5]
- 2) Explain visibility controls (Access modifier). [5]
- 3) Write differences between method overloading and method overriding. [4]

Q – 3 (A). Explain java characteristics. [7]

Q – 3 (B). What is an array? Describe its types. [7]

OR

Q – 3 (A). Explain Date class with its five methods. [7]

Q – 3 (B). Explain java API Packages. [7]



## SECTION-II

Q- 4. Attempt all Questions. [7]

- a) Write full form of AWT.
- b) Write full form of IO.
- c) Explain wait() in thread.
- d) Explain suspend() method.
- e) Write full form of IDE.
- f) Explain finalize().
- g) Explain garbagecollection.

Q - 5. All Questions are Compulsory.

- 1) What is Vector class and explain its any four methods. [5]
- 2) What is hash table class and explain its any four methods. [5]
- 3) Give differences between String and StringBuffer class. [4]

OR

Q - 5. All Questions are Compulsory.

- 1) Explain event delegation model. [5]
- 2) Explain Thread lifecycle in brief. [5]
- 3) Explain any four applet class methods. [4]

Q – 6(A). Explain applet lifecycle in brief . [7]

Q – 6(B). Write a program to enter number from the user whether a number is positive , negative or zero. [7]

OR

Q – 6(A). What is AWT and explain list,choice, radiobutton Component. [7]

Q – 6(B). Write a program to draw below figure using an applet. [7]

