

# 2011

## Paper-X - JAVA

### GROUP-A (COMPULSORY)

1. Fill in the blanks

- a) The ..... Keyword in java is used to declare a constant.
- b) The number of techniques for adding comments to your java code is.....
- c) When arguments are copied into parameters, this referred to as .....
- d) A class cannot be inherited, that class is called.....
- e) Method ..... is when a child class contains the same method as its parent class.
- f) The ..... Keyword is used by a child class to explicitly invoke a method in the parent class.
- g) If you do not declare a class in a package the class is in the ..... Package.
- h) There are four levels at access in java that can be applied to the field and method of a class, public, protected.....and.....
- i) ..... is the independent sequential path of execution within of program.
- j) All user define exception must be a child at ..... class.

2.

- a) Discuss the various features of java.
- b) Draw flow chart to show how various java tools are used in the application development.

3.

- a) Compare and contrast overloading and overriding methods.
- b) Describe different forms of inheritance with example.

4.
  - a) What is a constructor? What are its special properties?
  - b) Write a program in java to reverse the digit of the number.
5. Describe the complete life cycle of an applet. Also explain its different methods for each stage in the life cycle.
6.
  - a) What do you mean by graphic class? Give some methods which are used in the Graphics.
  - b) What do you mean by package in java? Explain how import the package in your program.
  - c) Explain how we insert the applet tag in the HTML files for running the applet program in web browser.
7.
  - a) With suitable example explain how objects can be created from class.
  - b) Describe static member with suitable example.
8.
  - a) What is multithreading? How do we set priorities for thread?
  - b) Create a class inside a package to find out the factorial of a number?
9.
  - a) Differentiate between the following:
    - i. Array and vector
    - ii. String class and string buffer class.
  - b) Write a program in java which will read string and rewrite it in the alphabetical order for example the words STRING should be written as GNIRTS.