Object Oriented Programming with Java
October – 2019

Part -A (2 marks)

Answer all the questions
1. What is meant by scope of variables? List the types.
2. What is the purpose of 'this' keyword? Give an example
3. State the difference between overloading and overriding
4. List any four wrapper classes
5. What is the use of finally statement?
6. What are the different methods to create a thread?
7. Mention the method used to draw a polygon. Write its syntax
8. Define thread scheduling

Part – B (3marks)

Answer all the questions
1. Write any two vector methods. Write the uses of them,
2. What are final variables and final methods?
3. What is a package in Java? What are its types?
4. What is meant by extending interface? GIve an example
5. Explain serialization
6. Write any two methods of Button class and state their use
7. Write a note on <Applet> tag
8. List the features of object oriented programming

Part – C (5 / 10 marks)

Answer the following questions, by choosing either (a) or (b) from each question
1. a) i) Explain any 5 mathematical functions with example
   ii) What are constants? How will you create a constant in Java. Give example.

   or

   b) Write java program to sort an array of 10 numbers

2. a) i)Explain the different visibility control available. Compare them
   ii)Explain multilevel inheritance with an example program

   or

   b) Explain any 5 String methods with example

3. a) How will you create and access a package ? Explain with an example

   Or

   b) Explain in detail about exception handling

4. a)i) How will you create and run a thread using Thread class?
   ii)Explain in detail Byte Stream classes

   or

   b) i) Explain the life cycle of a thread with diagram
   ii) What is File class? List and explain any 5 methods of File class

5. a) What are the variables defined by font class? Explain font methods with example

   Or

   b) What is a Event handler? List any 3 event handlers and mention their purpose.
   Also explain the methods of the Listener interfaces .