

[37/A11]

Sardar Patel University  
External Examination (CBCS)  
B. Sc. 6<sup>th</sup> Semester (Computer Science)  
US06CCSC01 : Object Oriented Programming Using Java  
26<sup>th</sup> March, Monday - 2018

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Time : 10:00 am to 01:00 pm

Total Marks : 70

**Q.1 Select the appropriate option.**

10

- The \_\_\_\_\_ includes hundred of classes and methods grouped into several function packages.  
(a) API (b) JVM (c) JAVAC (d) JRE
- The process of converting one data type to another is called \_\_\_\_\_.  
(a) Translating (b) Casting (c) Compiling (d) Declaring
- \_\_\_\_\_ is one of the java feature that enables java program to run anywhere anytime.  
(a) Object-Oriented (b) Multithreaded  
(c) Platform-Independent (d) Dynamic & Extensible
- We cannot create a subclass of \_\_\_\_\_ class.  
(a) abstract (b) static (c) final (d) none of these
- \_\_\_\_\_ inheritance is not supported by JAVA.  
(a) Multiple (b) Multi level (c) Hierarchical (d) Hybrid
- \_\_\_\_\_ keyword is used to inherit a class.  
(a) extend (b) extends (c) implement (d) implements
- Which package is used for creating and implementing applets.  
(a) java.lang (b) java.util (c) java.applet (d) java.awt
- All syntax errors are known as \_\_\_\_\_ errors.  
(a) Run-time (b) Exception (c) Logical (d) Compile-time
- \_\_\_\_\_ is a single line edit control.  
(a) TextField (b) Label (c) Button (d) TextArea
- The \_\_\_\_\_ parameter is used to specify the applet class name.  
(a) classname (b) code (c) name (d) codebase

**Q.2 Answer the following questions. (Attempt any TEN)**

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- What is Java Virtual Machine?
- Draw the java program structure.
- List out the types of operators used in java.
- Define fields and methods of a class in JAVA.
- Define method overriding.
- Explain super and final keyword with example.
- List out the different types of exception.
- Define the term - stream, reader stream class.

(1)

(P.T.O.)

9. List the methods of writer class.
10. Define (i) Event (ii) Event Source.
11. Write difference between java applet program and java application program.
12. List down methods for KeyEvent class.

**Q.3** [a] What is Java? Explain the features of Java. 5

[b] List out the looping statements available in Java. Explain any one with example. 5

**OR**

**Q.3** [a] Explain the data types available in Java. 5

[b] List out the decision making statements available in Java. Explain with example. 5

**Q.4** [a] What is a constructor? Explain types of constructors with example. 5

[b] What is inheritance? List different types of inheritance used in Java. Explain any one with example. 5

**OR**

**Q.4** [a] When do we declare a method or class abstract? Discuss with suitable example. 5

[b] What is interface? Describe the various forms of implementing interface. 5

**Q.5** [a] What is exception? Explain the syntax of try block and catch block with an example. 5

[b] Write notes on JAVA API packages. 5

**OR**

**Q.5** [a] Write a short note on Character Stream Class. 5

[b] Explain any three methods of String class by giving an example. 5

**Q.6** Explain following components. 10

(1) TextField (2) Button (3) Label (4) TextArea (5) Choice

**OR**

**Q.6** Do as directed : 10

(1) Explain Applet Life Cycle in detail.

(2) Explain drawLine(), drawRect() & drawPolygon() graphics methods with example.

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