SARDAR PATEL UNIVERSITY M.Sc.(GEOINFORMATICS) (SEM - II) EXAMINATION MARCH/APRIL - 2019

PS02CGIN23: Java Programming

Date:23/03/2019, Saturday		Time: 1	0:00 to 01:00 PM	Total Marks: 70					
Q.1	Q.1 Multiple choice questions: [08]								
1	Which of these required to perform all input & output operations in Java?								
	A. streams	B. classes	C. Methods	D. File					
_									
2	Java compiler converts source code to								
	A. machine code	B. bitcode	C. bytecode	D. code					
3	We cannot inherit th								
3	A. abstract		C. public	D. final					
	71. GDStruct	b. super	c. public	D. IIIIai					
4	which of the following is not a method of MouseListerner interface?								
•			B. mousePressed(MouseEvent e)						
	C. mouseReleased(MouseEvent e)								
5	In Graphics class whi		-						
	A. void drawRect()	B. void fillRect()	C. void drawLine()	D. void drawOval()					
_									
6	method is		• •						
	A. start()	B. stop()	C. init()	D. paint()					
7	7 server is responsible to send mail.								
•	A. POP3	B. SMTP	C. FTP	D. HTTP					
	,	D. 5(4) (1)	C. I II	D. HITP					
8	In RMI, client machine is known as								
	A. STUB	B. SKELETON	C. APPLET	D. None					
Q.2	Attempt any 7 out of 9. [14								
	1. Explain Exception handling in brief.								
	2. Discuss JVM in brief.								
	3. Explain constructor in brief.								
	4. List out the methods for MouseListener interface.								
	5. Explain Checkbox control with example.								
	6. What is stub and skeleton?								
	7. List out terms used in network programming.								
	8. Write a AWT program to display "hello" in Label when user click on button.								
9. Explain use of super keyword in inheritance									

Q.3 (A)	What is java? Explain features of java.	[6]
Q.3 (B)	Write a note on file handling in java.	[6]
	OR	
Q.3 (B)	What is inheritance? Explain types of inheritance supports by java.	[6]
Q.4 (A)	List out AWT classes. Explain Button, Label and Textfield with example.	[6]
Q.4 (B)	Explain types of listener interfaces for event handling in java.	[6]
	OR	
Q.4 (B)	Explain advance visual programming using JFC.	[6]
Q.5 (A)	What is applet? Explain applet life cycle. Also give one example of applet.	[6]
Q.5 (B)	Explain network programming in detail.	[6]
	OR	
Q.5 (B)	What is servlet? Explain in detail.	[6]
Q.6(A)	Explain RMI in detail.	[6]
Q.6(B)	What is java mail API? Explain it in detail.	[6]
	OR	
Q.6(B)	What is multithreading? Explain thread life cycle in detail.	[6]

