K16U 1847

Reg. No. : .....

Name : .....

V Semester B.Sc. Degree (CBCSS – 2014 Admn. – Regular) Examination, November 2016
CORE COURSE IN COMPUTER SCIENCE
5B10CSC : Java Programming

Time : 3 Hours Max. Marks : 40

SECTION – A

1. **One** word answer : (0.5×8=4)
   a) Which of these operators is used to allocate memory to array variable in Java ?
   b) Which symbol is used to contain the values of automatically initialized arrays ?
   c) _____ are class level variables where all objects of the class refer to the same variable.
   d) What feature of OOP has a super-class sub-class concept ?
   e) Which provides runtime environment for java byte code to be executed ?
   f) _____ is a method of Object Output Interface used to finalize the output state so that any buffers are cleared.
   g) _____ is an interface for control over serialization and deserialization.
   h) _____ is method of Object Output interface used to write the object to input or output stream as required.

SECTION – B

Write short notes on **any seven** of the following questions : (7×2=14)

2. What is the benefit of using inheritance ?
3. What is a singleton class ? Give a practical example of its usage.
4. Describe different states of a thread.
5. How can we make copy of a java object ?
6. Write short note on inner class.
7. When super keyword is used ?
8. When Arithmetic Exception is thrown ?

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9. What is a transient variable ?
10. What is synchronization ?
11. Distinguish between component and container.

SECTION – C

Answer **any four** of the following questions : **(4×3=12)**

12. Write a simple Java program using interface.
13. What are Encapsulation, Inheritance and Polymorphism ?
14. Explain the access specifiers supported by Java.
15. Differences between methods and constructors.
16. How would you implement a thread pool ?
17. Explain Applet skeleton.

SECTION – D

Answer **any two** of the following questions : **(2×5=10)**

18. Explain method overloading and method overriding with give suitable example.
19. Explain about packages.
20. Explain exception handling in Java.
21. Explain any four AWT controls.

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