



V Semester B.A./B.Sc. Examination, November/December 2016  
 (CBCS) (2016-17 and Onwards) (Fresh)  
**COMPUTER SCIENCE – V**  
**Object Oriented Programming using Java**

Time : 3 Hours

Max. Marks : 70

**Instruction : Answer all Sections.****SECTION – A**

- I. Answer **any 10** questions. **Each** question carries **2** marks. **(10x2=20)**
- 1) Define class and object.
  - 2) Define the following :
    - a) Bytecode
    - b) Unicode System.
  - 3) Define any two features of Oops.
  - 4) What is type casting ? Mention the types of casting.
  - 5) Differentiate between entry controlled and exit controlled loop.
  - 6) Define vector and wrapper class in Java.
  - 7) Differentiate between abstract class and interface.
  - 8) Mention the various access specifiers available in Java.
  - 9) Define thread priorities.
  - 10) What is the difference between string class and string buffer class ?
  - 11) Illustrate Applet tag.
  - 12) Differentiate between final and finally.

**SECTION – B**

- II. Answer **any 5** of the following questions : **(5x10=50)**
- 13) a) Explain the features of Java. **5**
  - b) Write any 5 differences between Java and C. **5**

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- 14) a) Define Inheritance and explain the various types of inheritance in Java. 7  
b) Differentiate between method overloading and method over-riding. 3
- 15) a) Explain any 5 string methods of string class in Java. 5  
b) Define constructor. Explain constructor overloading with an example. 5
- 16) a) Define interface and write a program to explain how multiple inheritance is achieved using interface. 5  
b) Define package. Write the purpose of any 4 API packages available in Java. 5
- 17) a) Define exception. Explain exception handling in Java with an example. 5  
b) Write a program to sort list of elements in ascending and descending order and show the exception handling. 5
- 18) a) Define multithreading. Explain how to create multiple threads in Java. 5  
b) Write a program to set priorities to threads in Java. 5
- 19) a) What is an applet ? Explain the life cycle of an applet. 5  
b) Write a program to implement mouse events using applet. 5
- 20) a) Explain any 5 graphics class methods. 5  
b) What is a stream ? Explain the classification of streams in Java. 5



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