

Bachelor Of Science (Information Technology)
Annual Examinations - 2006

Paper BITD -402
Core Java.

Time allowed: Three hours

Max. Marks 100

Attempt all questions from Section-I. Any six from Section-II and any five from Section-III.

SECTION -I

Q1. Fill in the blanks:

2X10

- (i) Vector implements _____ array.
- (ii) _____ methods having the same name as class, used to control the initial state of any class object.
- (iii) _____ Method is called when the environment determines that your applet needs to be removed completely from memory.
- (iv) The JButton class provides that functionality of a _____ button.
- (v) A _____ is an object that is notified when an event occurs.
- (vi) Unicode characters are all 16 bits. (True/ False)
- (vii) File class can be used to rename a file .(True/ False)
- (viii) The programmer must explicitly create the system in and system out objects. (True/False)
- (ix) Data Output Stream objects are used to write primitive data to file. (True/False)
- (x) Virtual machine is an _____.

SECTION -II

Q2. Attempt any six questions:

5X6

- (i) Define each of the these terms with an example :
- (ii) (a) Class (b)Instance Variable (c)Instance Method
- (iii) What is the use of "this "keyword?
- (iv) When do we declare a method or class final?
- (v) What is an exception?
- (vi) What is synchronization? When do we use it?
- (vii) Describe the life cycle of applet.
- (viii) What are swings? Describe various swing components.

SECTION –III

Attempt any five questions:

10X5

Q3 Describe the delegation approach of an event?

Q4 What is a stream? What are the benefits of stream?

Q5 (a) What is an applet? Explain with the help of suitable example.

(b) Distinguish between interface and class with the help of suitable example.

Q6 What is multi threading? Explain with example. Also discuss life cycle of the thread.

Q7 Write a technical note on Database connectivity in Java.

Q8 Explain the following:

(i) Socket

(ii) DVS

(iii) Proxy Server

(iv) Datagram Packet

Q9 (a) Describe the inner working of a servlet engine

(b) Describe various parts of a basic servlet.

Q10 (a) Explain two event handling mechanisms with the help of suitable example.

(b) Explain action listeners and mouse listener?