

**741**

**April 2017**

Time - Three hours  
(Maximum Marks: 75)

- [N.B: (1) Answer any FIVE questions in each PART - A and PART - B.  
Q.No. 8 in PART - A and Q.No. 16 in PART - B are compulsory.  
(2) Answer division (a) or division (b) of each question in PART - C.  
(3) Each question carries 2 marks in PART - A, 3 marks in Part - B  
and 10 marks in PART - C.]

**PART - A**

1. What is dynamic binding?
2. Define type casting. List its types.
3. What is the use of break statement?
4. Define constructor.
5. Which method is used to draw a circle? Give its syntax.
6. Define event listener.
7. Write the name of any two thread methods and state their use.
8. Write a note on keywords.

**PART - B**

9. List any three differences between procedure oriented programming and object oriented programming.
10. Explain any two vector methods.
11. What is final method? Explain.
12. Define interface. Give its syntax.
13. Write a note on applet tag.
14. Write any two methods of button class and state their use.
15. Explain about *setpriority()* method.
16. Explain simple *if* statement.

[Turn over.....

PART - C

17. (a) (i) Explain about JDK.  
(ii) How will you create and execute a java program? Explain.

(Or)

- (b) Explain any five java features.

- 18: (a) Explain about java operators.

(Or)

- (b) (i) Explain about switch statement.  
(ii) How will you create one dimensional array? Explain with example.

19. (a) Explain string methods with example.

(Or)

- (b) (i) Explain about static member.  
(ii) What is multilevel inheritance? Explain with example.

20. (a) Explain in detail about creating and accessing a package with example.

(Or)

- (b) Define applet. Explain applet life cycle with neat diagram.

21. (a) Explain in detail about exception handling.

(Or)

- (b) (i) How will you define and run a thread using thread class?  
(ii) Explain about byte streams class.