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Roll No

IT - 505

B.E. V Semester

Examination, December 2012

Java Programming

Time : Three Hours

Maximum Marks : 70/100

Note : 1. Attempt only five questions.

2. Attempt one question in each unit is compulsory.

Unit - I

1. a) What is inheritance? Differentiate between a sub class and supper class. Write a program which inherits the class box ($l \times b \times h$) and also make a sub class with fourth component weight (w).
- b) Describe the aspect of polymorphism as allowed by the keyword "interface". Explain the syntax for defining an interface.

OR

2. a) Explain the use of three-way operator. Used in Java. Write a program to obtain the absolute value of a variable.
- b) Explain what are constructors. Discuss copy constructor with examples.

Unit - II

3. a) What do you understand by AWT controls? What are the various controls supported by AWT?

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b) What are different types of layout in AWT package?

OR

4. a) What are the following components of Delegation Event Model of Java? Explain with help of examples.

i) Event

ii) Event source

iii) Event listeners

b) Write an applet to display three buttons with labels yes, no, and maybe on pressing any button appropriate message must also be displayed.

Unit - III

5. a) What is serialization? Write an program in Java for serialization an object.

b) What do you understand by multi threading? What facilities are provided by Java to handle concurrent access of a common data structure by two or more threads.

OR

6. a) Explain exception handling technique in Java.

b) Explain the difference in syntax and operations among the different methods in Java defined for blocking a thread.

Unit - IV

7. a) How many types of stream based I/O possible in Java?

b) What are the abstract classes for handling byte stream and character stream? Explain.

OR

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8. a) Write a Java program to count the number of lines in a file and then append "x" at the end of the file. Here x is the total number of lines in the file.
- b) What are charset and selectors in the new I/O system of Java.

Unit - V

9. a) What is RMI? Write a sample RMI server and client program.
- b) Explain the meaning of following socket primitive, BIND, LISTEN, ACCEPT, and CONNECT.

OR

10. a) Describe the following terms:
 - i) Reserved socket
 - ii) Proxyservers
- b) Explain TCP sockets and UDP sockets.
