11/2018

Q.P. Code: 4842

(3 Hours) Total Marks: 80 N.B.: (1) Question No. 1 is compulsory. (2) Attempt any three from remaining. Write a program to calculate GCD of two numbers in JAVA. Explain any three features of JAVA. (b) Draw and explain applet life cycle. Explain wrapper class and its applications. 2. (a) Write a program in JAVA to display following pattern. (Take input for number of rows from command line) Write a note on System.arraycopy (). (b) Identify classes and their attributes and draw the relationships specified by following problem. Bank maintains two kinds of accounts for customer, Saving account (1)& current account. Saving account provides compound interest and withdrawal facility. Current account provides cheque book facility but no interest. Library maintains books and magazines. A student can issue a book (11)or return a book. A fine is charged if book is returned after 8 days. The magazines are not issued, but student can read it in library. What is a package? Explain with example the steps to create package and add a class or an interface. Write a program to create vector objects with student names. Program should (b) 10

- (i) Add student name To add new student name in the vector.
- (ii) Remove student name -Removes student name if already exists else display appropriate message.
- (iii) Display-Display contents of vector.

perform following operations based on choice:

4. (a) What is Exception? Explain how JAVA handles an Exception using following 10 keywords:

try, catch, throw, throws & finally

TURN OVER

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	(b)	Write a program to read and display details of ten Employees with following specifications:	10
		Data Members: Emp_ID, Emp_name, Emp_Salary	
		Parameterized constructor to initialize data members of Employees and Member	
		functions: Display () - to display information of all employees	
5.	(a) (b)	With the help of suitable example explain how threads are created in JAVA. Explain multiple inheritance in JAVA with example	5
	(c)	Write a program to count the number of alphabets, digits and special symbols from string.	10
6.	Write short notes on (any four)		20
		(a) Method overloading & overriding	
		(b) Static data members & methods	•
		(c) Abstract class & methods	
		(d) Constructor & its type	
		(e) JVM.	