11/2015

Q.P. Code: 4842

Total Marks: 80 (3 Hours) 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. Draw and explain applet life cycle. Explain wrapper class and its applications. 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 (c) following problem. Bank maintains two kinds of accounts for customer, Saving account & 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) perform following operations based on choice: Add student name - To add new student name in the vector. Remove student name -Removes student name if already exists else (ii) display appropriate message. Display-Display contents of vector. (iii)

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

try, catch, throw, throws & finally

TURN OVER

	(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)	With the help of suitable example explain how threads are created in JAVA.	5
	(b)	Explain multiple inheritance in JAVA with example	5
	(c)	Write a program to count the number of alphabets, digits and special symbols	10
		from string.	
5.	Wri	te 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.	
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