



RR-0818
Third Year B. Sc. Examination
March/April – 2010
Computer Science : Paper - IX
(Java Programming) (New Course)

Time : 3 Hours]

[Total Marks : 70

Instructions :

(1)

<p>नीचे दर्शाविएल निशानीवाणी विगतो उत्तरवही पर अवश्य लभवी. Fillup strictly the details of signs on your answer book.</p> <p>Name of the Examination : <input type="text" value="T. Y. B. Sc."/></p> <p>Name of the Subject : <input type="text" value="Computer Science - 9 (New)"/></p> <p>Subject Code No. : <input type="text" value="0"/> <input type="text" value="8"/> <input type="text" value="1"/> <input type="text" value="8"/> Section No. (1, 2,.....): <input type="text" value="Nil"/></p>	<p>Seat No. : <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/></p> <div style="border: 1px solid black; border-radius: 15px; height: 60px; margin-top: 10px; display: flex; align-items: center; justify-content: center; padding: 10px;">Student's Signature</div>
---	--

(2) All questions carry equal marks.

(3) Q. 1 is compulsory.

1 Answer in brief : (any seven) 14

- (1) What is API ?
- (2) What is use of new operator ?
- (3) What is use of this key word ?
- (4) How can you override a constructor ?
- (5) What is difference between Applet and Application ?
- (6) What is Meta Key ?
- (7) What do you mean by Finalizing a variable ?
- (8) What is servlet ?

2 (a) Explain how to create interface and abstract class 7
giving proper example.

(b) Justify following : 7

- (1) Java as architecture independent and platform independent.
- (2) Java a Robust and simple programming Language.

OR

- (a) With a suitable example, explain how java simulates behaviour of Multiple inheritance. 7
- (b) Explain how will you represent string in java ? 7
Also explain following string methods :
equals(), length(), CharAT(), getChars().
- 3 (a) What do you mean by exception ? Explain exception handling mechanism in java giving proper illustration. 7
- (b) What is method Over loading ? Explain it giving proper illustration. 7
- OR**
- (a) What is AWT ? Discuss button control of AWT class. 7
- (b) Explain Checkbox Group and Choice Controls. 7
- 4 (a) Discuss about concept of static class, nested class and inner class giving proper illustration. 7
- (b) Discuss about Currency Class and its methods. 7
- OR**
- (a) Discuss about Date Class and its methods. 7
- (b) Write a program which will calculate area of circle, square, triangle using method overriding. 7
- 5 Write short notes : (attempt any two) 14
- (1) Access Modifiers in Java
- (2) Advantages of Swing over AWT
- (3) JDBC-ODBC Bridge.
-