

22412

22223

3 Hours / 70 Marks

Seat No.

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- Instructions* –
- (1) All Questions are *Compulsory*.
 - (2) Answer each next main Question on a new page.
 - (3) Illustrate your answers with neat sketches wherever necessary.
 - (4) Figures to the right indicate full marks.
 - (5) Assume suitable data, if necessary.
 - (6) Mobile Phone, Pager and any other Electronic Communication devices are not permissible in Examination Hall.

Marks

- 1. Attempt any FIVE of the following: **10****
- a) Define the terms with example
 - i) Class
 - ii) Object
 - b) Enlist any two access specifier with syntax.
 - c) Give a syntax to create a package and accessing package in java
 - d) Give a syntax of following thread method
 - i) Notify ()
 - ii) Sleep ()
 - e) Give a syntax of <param> tag to pass parameters to an applet.
 - f) Define stream class and list types of stream class.
 - g) Give use of garbage collection in java.

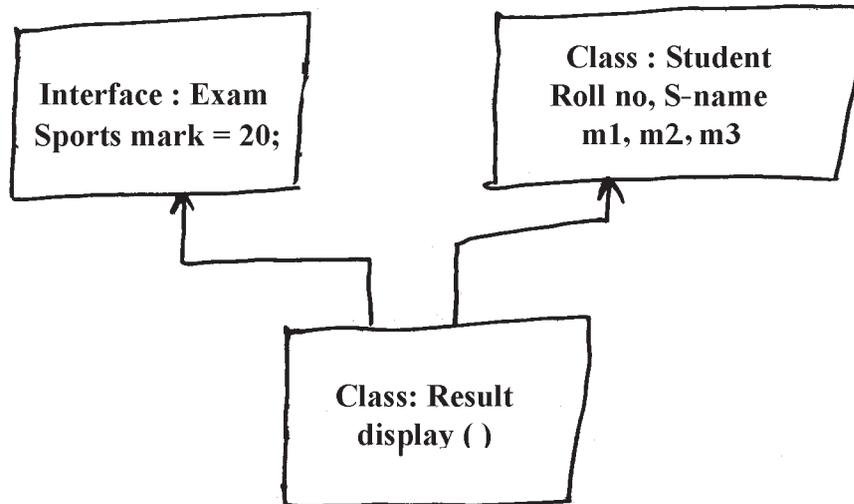
P.T.O.

2. **Attempt any THREE of the following:** **12**
- a) Describe type casting in java with example.
 - b) Differentiate between string and string buffer class (any four points)
 - c) Write a program to create a user defined exception in java.
 - d) Write a program for reading and writing character to and from the given files using character stream classes.
3. **Attempt any THREE of the following:** **12**
- a) Write a program to print all the Armstrong numbers from 0 to 999.
 - b) Explain the applet life cycle with neat diagram.
 - c) Describe the package in java with suitable example.
 - d) Enlist types of Byte stream class and describe input stream class and output stream class.
4. **Attempt any THREE of the following:** **12**
- a) Describe any four features of java.
 - b) Explain any four methods of vector class with example.
 - c) Describe interface in java with suitable example.
 - d) Write an applet program for following graphics method.
 - i) Drawoval ()
 - ii) Drawline ()
 - e) Enlist any four methods of file input stream class and give syntax of any two methods.

5. Attempt any TWO of the following:

12

- a) Write a program to copy all elements of one array into another array.
- b) Write a program to implement the following inheritance. Refer Fig. No. 1.

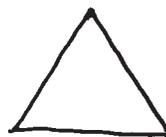
Fig. No. 1

- c) Write a program to print even and odd number using two threads with delay of 1000ms after each number.

6. Attempt any TWO of the following:

12

- a) Explain thread life cycle with neat diagram.
- b) Write a program to generate following output using drawline () method. Refer Fig. No. 2.

Fig. No. 2

- c) Explain constructor with its type. Give an example of parameterized constructor.