

**Time – Three hours**  
**(Maximum Marks: 100)**

- [N.B.** 1. Answer all questions under Part-A each question carries 3 marks.  
2. Answer all the questions either (A) or (B) in Part-B each question carries 14 marks.]

**PART – A**

1. Define class and object.
2. Write about java comments.
3. Write the syntax and draw the flow diagram of simple if statement.
4. Define string.
5. Define inheritance.
6. Write the methods to access a package.
7. Define error. List out its types.
8. Define random access file.
9. Define applet. List out its types.
10. What is the use of layout manager?

**PART – B**

11. **A)** Explain the basic concept of OOPs.  
(OR)  
**B)** (i) How will you create and execute a java program? Explain with an example. (7)  
(ii) Define expression. Explain the evaluation of expression with an example. (7)
12. **A)** Explain the different decision making statements.  
(OR)  
**B)** (i) Which methods are used to add and delete element from a vector? Explain with example. (7)  
(ii) Explain any three string buffer methods. (7)

[Turn over.....]

13. A) (i) Define class. Explain its syntax with example. (7)  
(ii) Explain command line arguments. (7)

(OR)

- B) (i) Explain about system packages. (7)  
(ii) How will you create a user defined package? (7)

14. A) Explain about exception handling with example.

(OR)

- B) (i) Explain about try-catch block with example. (7)  
(ii) What is thread scheduling? Explain. (7)

15. A) Explain any seven Graphics class methods with example.

(OR)

- B) (i) Explain the methods available in Button classes. (7)  
(ii) Write a note on drawing barcharts. (7)