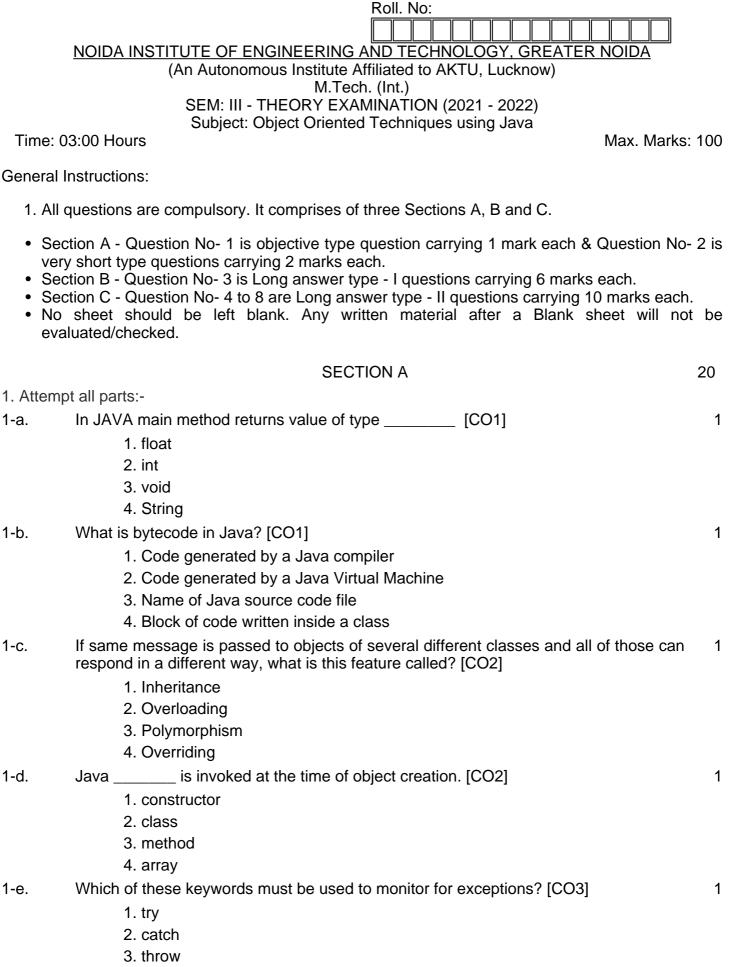
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Subject Code:- AMICSE0302



4. finally

- 1-f. An \_\_\_\_\_\_ statement can be used to access the classes and interface of a 1 different package from the current package. [CO3]
  - 1. instanceOf
  - 2. import
  - 3. extends
  - 4. implement
- 1-g. The keyword that is used to protect the methods from simultaneous access in 1 Threads is \_\_\_\_\_ [CO4]
  - 1. save
  - 2. synchronized
  - 3. Both
  - 4. This task is not possible in threads
- 1-h. Which of these classes are used by Byte streams for input and output operation? 1 [CO4]
  - 1. Input Stream
  - 2. InputOutputStream
  - 3. Reader
  - 4. All of the mentioned

1-i. A \_\_\_\_\_\_ dictates the style of arranging the components in a container. [CO5] 1

- 1. border layout
- 2. grid layout
- 3. panel
- 4. layout manager

\_\_\_\_\_ interface provides the capability to store objects using a key-value pair. 1 [CO5]

- 1. Java.util.Map
- 2. Java.util.Set
- 3. Java.util.List
- 4. Java.util.Collection
- 2. Attempt all parts:-

1-j.

2-a.	What is JVM? [CO1]	2
2-b.	What is the use of final keyword in JAVA? [CO2]	2
2-c.	What is an assertion in Java? How is it different from if - else conditions? [CO3]	2
2-d.	Describe any two Annotations from the Java Standard Library. [CO4]	2
2-е.	What Are Wrapper Classes? Why do we need wrapper classes in JAVA? [CO5]	2
	SECTION B	30
3. Answer any five of the following:-		
3-а.	What is the difference between object diagrams and class diagrams? Draw a class diagram of order management system. [CO1]	6
3-b.	How to take an input from a user with the help of scanner class in JAVA? Explain using JAVA code. [CO1]	6
З-с.	Explain Abstract class concept with an example program. [CO2]	6
3-d.	Compare overloading and overriding of methods in java using proper examples. [CO2]	6
3-е.	Write a method to check if input string is Palindrome? [CO3]	6
3-f.	Explain the concept of multithreading in java and explain how even and odd numbers	6

can be printed by using multithreading concept. (CO4)

3-g. Examine ArrayList with Example. [CO5]

## SECTION C

4. Answer any one of the following:-

- 4-a. What are command line arguments? How are they useful? Write a program to 10 compute the sum of the digits of an input number (Using command line arguments) eg if 4523 is an integer then the sum of digits displayed will be 14. [CO1]
- 4-b. Write a JAVA program that takes values of name, age, department and marks of 4 10 subjects from the user. Display the name, total and average of marks computed. [CO1]
- 5. Answer any one of the following:-
- 5-a. Explain the following with respect to JAVA: [CO2]
  - a) super keyword
  - b) Garbage collection
  - c) Interface
  - d) Static data members
  - e) final keyword
- 5-b. What is the lambda expression in Java and what are the features of a lambda 10 expression? Briefly explain its use with the help of suitable example. [CO2]
- 6. Answer any one of the following:-
- 6-a. Write the differences between String, StringBuffer and StringBuilder classes. With 10 proper syntax, explain the following methods. [CO3]
  - 1. Method to extract a particular character of a string.
  - 2. Reverse a String.
- 6-b. What is the difference between an error and exception? Write the following Java 10 program for illustrating the use of throw keyword. Write a class ThrowExample contains a method checkEligibilty(int age, int weight) which throw an ArithmeticException with a message "Student is not eligible for registration" when age < 12 and weight < 40, otherwise it prints "Student Entry is Valid!!". [CO3]
- 7. Answer any one of the following:-
- 7-a. What is the difference between thread and a process? Explain the concept of Inter 10 Thread Communication and describe the role of wait(), notify(), and notifyAll() methods in inter thread communication. [CO4]
- 7-b. While reading a file, how would you check whether you have reached to the end of 10 file? Write a JAVA program to copy the content of "file1.txt" to "file2.txt". [CO4]
- 8. Answer any one of the following:-
- 8-a. Discuss some general rules for using layout managers. Describe the various layout 10 managers available in AWT. [CO5]
- 8-b. Differentiate between List and ArrayList. Create a class TestArrayList having main 10 method. Perform following functionality. [CO5]
  - 1. Create an ArrayList having fruits name of type String.
  - 2. Store different fruit names. (Try to add duplicate fruit names).
  - 3. Print all fruit names.
  - 4. Print the first and last fruit names.
  - 5. Print the size of ArrayList.
  - 6. Remove a particular fruit from ArrayList.

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