*Note: Answer **FIVE** full questions, selecting **ONE** full question from each **unit**.*

UNIT - I

1 a.	Explain why Java language is called platform independent language.	5
b.	Explain in detail the first simple program of Java.	5
c.	Write a Java program to show the different types of type conversion in Java.	5
d.	Explain break and continue statements with an example.	5
2 a.	Explain the scope and life time of variables in Java with suitable examples.	10
b.	What are byte codes? Explain the key attributes of OOP. With example for each.	10

UNIT - II

3 a.	What is a reference variable? Write a Java program to find the area of a circle using parameterized constructor with returning value method.	10
b.	Differentiate between method overloading and constructor overloading with example program.	10
4 a.	Write a java program to search for a given key using linear search on integer list of items (use forecasts style of loop).	8
b.	Explain different uses of static key word in Java with an example program.	12

UNIT - III

5 a.	Differentiate between abstract class and interface with an example program.	10
b.	What are the uses of creating packages? Explain with an example.	10
6 a.	What are exceptions? Write a Java program that demonstrates the throwing of any 3 built – in exceptions using the keyword 'throw'.	10
b.	With an example program, explain different uses of final keyword in Java.	10

UNIT - IV

7 a.	Write a Java program to create multiple threads each performing different functionalities (minimum 2 sub threads along with main thread).	10
b.	Explain boxing and un-boxing in Java with an example program to demonstrate the same.	10

8 a. Give the functionalities of the following:

     i) notify( )   ii) wait( )   iii) notifyALL( )   iv) values( )   v) valueOf ( )   5

  b. Write a Java program to demonstrate the use of synchronized statement.   7

  c. Define the following with example :

     i) Generic data type   ii) Enumerations   8

     iii) Annotations   iv) Thread priority.

UNIT - V

9 a. Write a Java program to demonstrate how to pass parameters to applets.   10

  b. Explain socket class with an example program to demonstrate use of rocket class method(s).   10

10 a. Write a Java program to demonstrate any three swing components usage.   10

  b. Explain applet skeleton.   5

  c. Write a note on URL connection class.   5

✱ ✱ ✱ ✱