

(Lib)

(3 Hours)
Computer Program - II

[Total Marks : 100

11 am to 2 pm

- N. B. : (1) Question No. 1 is **compulsory**.
 (2) Attempt any **four** questions out of remaining **six** questions.
 (3) Answer to **sub** questions of individual questions should be answered **one** below the other.

1. (a) Write short note on 10
 (i) JVM (Java Virtual Machine)
 (ii) JDK (Java Development Kit)
 (b) Write a program to accept any string upto 15 characters. Display the elements of string with their element nos. Use toCharArray () function. 10
2. (a) What is a package ? How do we design a package ? What are the benefits of packages ? 10
 (b) The annual examination results of 5 students are tabulated as follows :- 10

Roll No.	Subject 1	Subject 2	Subject 3

Write a program to read the data and determine the following :—

- (i) Total marks obtained by each student
 (ii) The student who obtained the highest total marks.

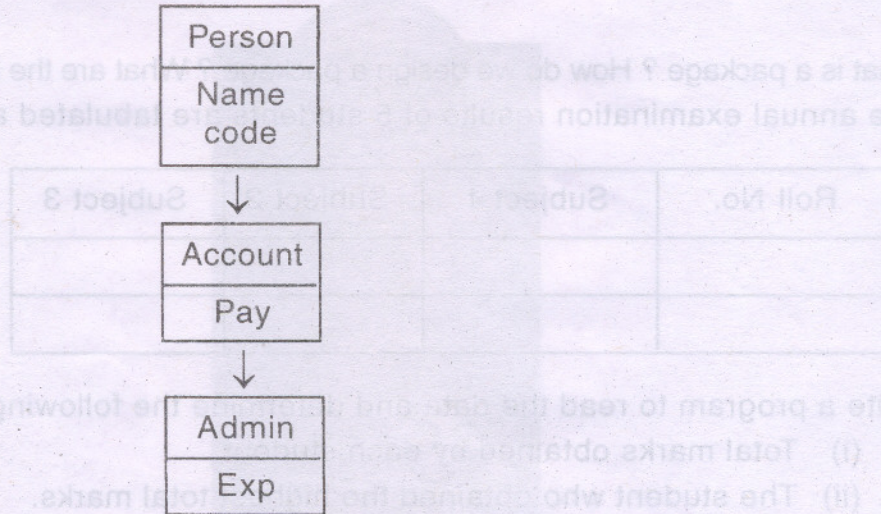
3. (a) What are constructors ? Explain different types of constructor with example. 10
 (b) Write a program to display the following pattern. 10

```

        ★
    ★   ★   ★
★   ★   ★   ★   ★
    ★   ★   ★
        ★
    
```

4. (a) What is abstract class ? Write a program to display volume of sphere and hemisphere. 10
 Make use of abstract class.
 (b) Explain with example :— 10
 (i) throw (ii) catch (iii) finally.
5. (a) Write a program to illustrate use of isAlive () and join () and sleep () method. Create 12
 three classes A, B and C. Create another class "IsaliveJoin" to invoke isAlive ()
 and join () methods for these 3 child thread.
 (b) Explain static class members with example. 8

6. (a) Write a program that accepts a shopping list of items and perform the following 10 operations.
- add an item at a specified location
 - delete an item in the list
 - Print the contents of the vector
- (b) Consider a class network given. The class 'Admin' derives information from the 10 class 'Account' which in turn derives information from the 'Person' class. Write a program to display 'Admin' object.



7. Write short note on :— (any **three**) 20
- Life cycle of an applet
 - Call by value and call by reference
 - Difference between array and vector
 - Explain 'Interface' and use of interface.